

TOASTing
A FRIEND?



ALWAYS THE ULTIMATE MOVE.



Dynamic Ribbon developed this concept.

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CODES
FOR ALL THE
HOTTEST NEW
GAMES!

GAME PLAYERS

ISSUE
87

All the latest news and screens on

MARIO 64
IN OUR FALL
PREVIEW

**30
PAGE**

REPORT FROM
THE YEAR'S BIGGEST
VIDEOGAME SHOW!

- ♣ Mascot Mayhem: Mario, Sonic, and Crash!
- ♣ All the juicy game gossip you won't hear anywhere else!
- ♣ Which systems will dominate? We pick our winners and losers...



**OLYMPIC
SUMMER
GAMES**
EXCLUSIVE
STRATEGY GUIDE
pg. 90

SATURN'S INTERNET
hook-up becomes
a reality!
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AUGUST 1996 Vol. 9, No. 5



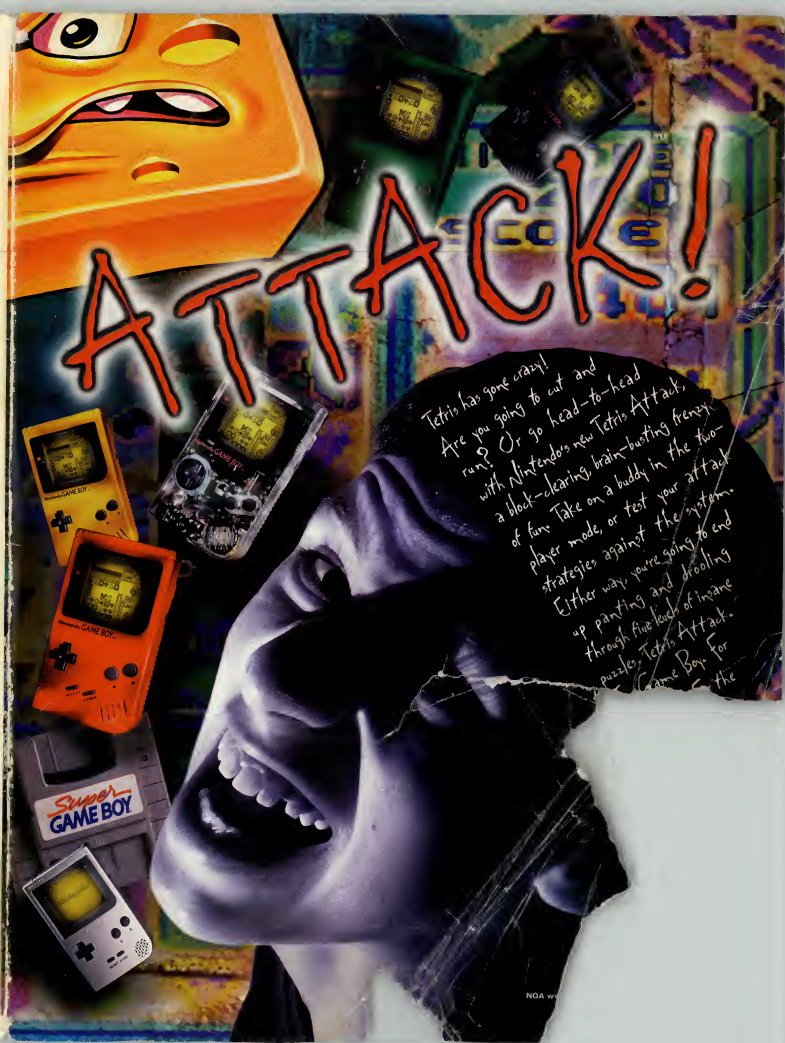
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SPECIAL FALL PREVIEW FEATURING MARIO AND HIS PAL • SATURN GETS HOOKED ON THE NET • LETTERS TO THE EDITORS... DO YOU HAVE THE CASH?

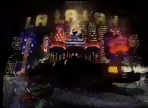
AUGUST 1996

MOST OF YOU
WILL END UP
LOSERS.

BUT YOU PROBABLY
ALREADY KNEW THAT.



Look, we have to be honest. Your chances of logging onto Pepsi World at



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I'LL PUFF.

BLOW YOUR

OFF.



second specs hot off the ROAD & TRACK proving grounds. Seize your competitor's jugular with split-screen. All of which erupt, depending on you, with fiery crashes. And yeah, you can replay each one instantly. Sicko.


ELECTRONIC ARTS

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People, I have seen the future, and it is good. Great, in fact. As I sit at my desk writing this, the E³ show is already a couple weeks old. Sega's *Sonic Team* is hard at work back in its California office, cranking the *Sonic X-Treme* out

as fast as they can for a holiday release. Anticipating *Sonic*, the folks over at Sony are back to putting the finishing touches on *Crash Bandicoot*. Third-parties are shifting into overdrive as well, finalizing all the hot games for the second half of '96. And in just a couple of short weeks, Nintendo 64 becomes a reality on Japanese store shelves, with King Mario returning to reclaim his throne. What a time to be a gamer!

All this great stuff deserves a great magazine, and, as always, you can count on **GAME PLAYERS**.

Chin

MEET THE TEAM

What was your favorite part of this year's visit to the E³ show?



Chris

When I got to meet Mario in person! It was the thrill of a lifetime! You know, I never realized he was so tall! Unfortunately, Mario was there, too... He made me cry...



Roger

I really appreciated the free taxi rides I got while I was in L.A. You just picked a destination and went. I even got a five buck tip from one of my passengers. I think it was Chris...



Mike

The L.A. police were even more courteous this time. They had my 'rover' already reserved and I didn't have to pose for those closeups, either!



Patrick

This time, I actually got a room inside the hotel! Talk about your luxury! The folding cot was real comfy, and I even had my own furnace and mop, right in the room!!! It was swell!



Chris C.

Actually, I think my haircut enjoyed itself a lot more than I did. There's just something about L.A. that makes my hair stand on end. Maybe it's the street gangs... or the smog...



Jeff

I think my first bloody nose on the plane ride down let me know this wasn't going to be an ordinary trip. I guess I should just leave the flight attendants alone, huh?



Bill

Oh, son, yeah, I had a real good time at E³. I DIDN'T GO, OK? I WASN'T ANYWHERE NEAR THE PLACE!!! NOW WILL YOU TAKE THIS DAMN STRAITJACKET OFF? I CAN'T BREATHE... ACK... ACK... I'll be good...

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Sega does the Internet on pg. 55!

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A whole bunch of serious game questions... and, uh, some of that other stuff...

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Hey, life isn't all videogames... Let's not forget insanity and mayhem!

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Our kung fu is most powerful! Hai, you are weak and impulsive!

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We've got the complete lowdown on everything that happened at this year's E³ show, so what are you waiting for? Let's get going...

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Who says all the hot action is on the TV?



If it's sports action you want, you'll find all you can handle and more starting on page 78!



GAME PLAYERS ONLINE

To: WWW SITE <http://www.gameplayers.com>

In a move guaranteed to drive Congressmen weeping into the streets and mothers everywhere crazy, **GAME PLAYERS** has gone online! Our website will be up soon, but our individual E-mail addresses are on the right! Write us!

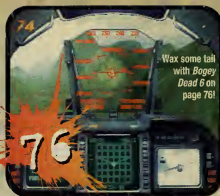
CHRIS: Chris State@qm.imagine-inc.com

BILL: Bill Donohue@qm.imagine-inc.com

ROGER: Roger Burchill@qm.imagine-inc.com

MIKE: Mike Salmon@qm.imagine-inc.com

PATRICK: Patrick Bagatta@qm.imagine-inc.com



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Videogames are just like the weather. Sometimes you're sweltering in the heat, while other times you're so cold, your butt freezes off! OK, not really...

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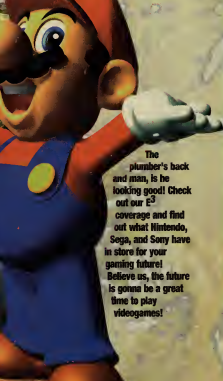
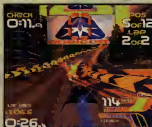
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Remember, winning isn't everything. It's the ONLY thing, and we're here to help you do it consistently!

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Someday soon, these will be like water in the desert... Well, OK, maybe not quite that wet...



The plumber's back and man, is he looking good! Check out our 25th coverage and find out what Nintendo, Sega, and Sony have in store for your gaming future! Believe us, the future is gonna be a great time to play videogames!

Reader's NETWORK

Watta Rookie!

I am one of your newest subscribers and I have to say your mag is the greatest. Back in your March issue, in the Arcade section, you talked about *Dirt Dash* and *Time Crisis*, so I was just wondering when and if *Dirt Dash* and *Time Crisis* would come to PlayStation. Thanks for reading this.

Chirayu Parikh
Union City, NJ

MIKE: The new guy usually gets put in the box and forced to do the ad-breaker section, but since you're from Jersey, that'd probably seem like an upgrade in lifestyle. Therefore, I'm just going to answer your questions and let you continue to suffer in the Garden State. *Dirt Dash* and *Time Crisis* are not currently scheduled for PlayStation release, but odds are that *Dirt Dash* is definitely coming and *Time Crisis* won't make it until some super peripheral comes out for the PlayStation. Now get back to Bon Jovi-land, new kid.

Three's A Crowd

I have been reading your mag for a long time now and just recently subscribed. You guys are great! Anyway, let's get to the point. I have a few questions to ask you guys:

1. Is *Ultimate MK3* coming out for Super NES? If so, do you have any info on it?
2. At the end of *DK2* (when you beat the 'Lost World'), it shows K. Rool sailing off in a ship. Does this indicate a *DK3*?
3. How come you haven't printed any *Ultimate MK3* moves yet? I've got tons of moves for it!

Brian Miller
Fredericksburg, VA

CHRIS: You can't stump me, no one can.

1. Expect *UMK3* to hit your Super NES sometime late this year.
2. Yup! Check out our *E3* feature!
3. Where have you been? We DID print the moves — and on a handy-dandy pull-out card, no less!

Pain In The Butt

You guys kick ass. If you guys had to fight Tyson, Holyfield, and Bowe at the same time, you would kick all of their asses with one hand tied behind your back. You could kick anyone's ass.

Jason 'You kick ass' Kezios
Elmhurst, IL

BILL: We did fight them all at the same time! That's why Bon King is now on the staff, in an advisory position!!!

He's In The Dough

First off, I just want to say your magazine is totally awesome! But what I need is for you to answer a few 'questions' for a curious lad:

1. Is the *Legend of Zelda* for the Nintendo 64 going to be a 3-D, polygon-based *Zelda*, or another 3/4 view adventure?
2. How is *Crusin' USA* coming along for the N64 and when is it due to be ready to sell?
3. Do you guys use company dough to buy games and systems, or do you have some special deal with the entire game industry?
4. Is there an up and coming PlayStation game that could possibly lure me into buying a PlayStation to waste time until September?

Travis Davis
Orchard Park, NY

CHRIS: I see all, I know all:

1. 3D, baby! WHOO!!!
2. The game is arcade perfect. It will be released Splendor 30th!
3. The industry gives us all our goodies for free (you hate us now, don't you?).
4. You mean you aren't impressed already? Just take a look at our huge *E3* feature, I'm sure you'll find a game or two that will hook you.

Two-Timer

Me=regular words

My brain—in parentheses)
(Now, I'm sure we can do this without causing you and me both a stroke this time, O.K?)
Ah, hello (good opening). My name is... ah (give 'em a fake name, DON'T SAY TOM) ah... Tim (pretty clever). (Now ask the question) I was wondering if the rumor about *Final Fantasy VII* coming out on Sony PlayStation is true or not. (good) I would be... ah (gratefully) grateful if you would answer my question. (Now, say something nice, but don't let on too much.) I like your magazine. In fact, I just subscribed last month. (That's a little too much, bonehead. Now close by saying 'thank you') Ah... you're welcome (uh? ARE you THAT stupid? Why the hell am I up here anyway? That's the last straw, I'm outta here. thump! thump! eermm SLAMI)... Ah...

Tommy 'Brain Dead' Shottis
Fairchance, PA

BILL: Yes, it is true!

ALIST BELL: Wow! This is really strange! This guy talks to himself!!!

ALMOST NORMAL BILL: What's wrong with that, idiot boy?

ALMOST EVIL BILL: Hey, don't call me that!

BEER BILL: Who's got the can opener?

RILL: You had it last!!!

EVIL BILL: That's RIIII! I'm outta here...

WAY OUT BILL: I thought he'd never leave!



WATTA SQUARE

What's wrong with you people? Quit complaining about SquareSoft not making Japanese games! I wish they'd make them, too. But I read (in this great magazine, of course) they're running a little short on cash (aren't we all?). So give them a break! Square has come out with great titles like *Chrono Trigger*. They haven't come out with many, but they're still and always have been the best in RPGs. Besides, do you know how much it costs to make games with that many megas? Well, I don't either but I know it's a whole lot! I read the March 96 issue and some fool who calls himself Smokey says *Secret of Evermore* BOMBED! What the heck were you thinking? You're probably just complaining because you can't beat it! I can, but it took a long time. *Evermore* is a great game and Square deserves credit. Oh, and I have a couple of questions:

1. Will SquareSoft be making any games for the Nintendo 64?
 2. Will there be a sequel to *Secret of Evermore* on Super NES before it dies or will it be on the Nintendo 64? (There will be a sequel, with the way it ended)
- Mike, if you really want to kill Bill, give him some more beer and tell him there's another one in The Box.

Chris Rook
Fort Worth, TX

CHRIS: Square has reserved judgement on the Nintendo 64 until they can get a better look at the disk drive. Don't look for a sequel to *Evermore* any time soon, since the people that made it (*Seattle-based Square Soft*) have been closed down by Square Japan. Oh well.

BILL: Mike's kinda busy right now. He's spending some dark, salinary, quality time 'you know where!'

Hi-Yo... Mom?

As a female and a mother, I have to say that a few people lacking the power to absorb abstract ideas (i.e. humor) are really starting to chap my hide. I am smart enough to realize that you have a great magazine here that the others could only wish they had. And if some people just can't understand such levity then they are going to miss out on some kick ass articles and pics. Your publication has integrity. Now that I am venting my anger I have to say that I know that competition between the owners of various systems is heated, that's OK. But when they try to force their system down other people's throats... well, let's just say I want to don my black leather thigh-highs and whip the living daylight out of those jerks. Anyways, keep up the good job!

Dorothy Butcher
San Antonio, TX

BILL: Oh, Dorothy! We've been really, really bad! Please find the enclosed plane ticket to Brisbane...

It's The Pits!

I'll tell ya! I gotta be the luckiest guy in the world. Me and my girlfriend have been dating awhile now. We have many things in common. We both share an undying love for videogames, and as I recently discovered, she also loves to eat Olive Loaf sandwiches wearing nothing but her beautiful smile! 'Oh, sure,' you say. 'This guy is full of crap!' you shout. Don't believe me??? Tough! Whooa Baby, Whooa!!!

Michael 'Olive loafing in the buff!' Paolotti
Washington, MI

BILL: Man, some of you guys have all the luck! We can't even get Olive Loaf way out here in Brisbane!!!

So Hot!

The guys and I have a tree period in the computer room so, since we're your biggest fans, we decided to write to you. I think you are the grooviest I was in my lab last week and I came up with the greatest invention known to man. The inflatable stove. So, you're probably asking yourself, when can I get one? Well, you can just send \$500.00 in small unmarked bills and I will send you one real quick!

Virgil Thomson
Saskatchewan, Canada

BILL: Actually, we were asking ourselves 'Why does Canada have a disproportionate amount of wackos?' Everyone knows that an inflatable stove won't work, at least not without some inflatable pots and pans!

Just A Few...

Could you answer a few questions for me, please?

1. Will there be an NBA JAM 3? If so, when?
2. Will NBA in the Zone appear on Saturn?
3. Will there be a sequel to Shag-Fu?
4. Is the steering wheel for Saturn a good buy?

Aaron Marr
Scottsville, KY

CHRIS: I'd be delighted to answer your questions, Aaron.

1. Haven't there already been about a million NBA Jams?
2. Don't hold your breath.
3. Let's hope not.
4. I still prefer the good ol' standard control pad, but for some racing games (like *F1 Challenge*), it works pretty well.



The Ad Game

Don't get me wrong, I know *Virtua Fighter 2* is a great game. So is *Virtua Cop*, and *World Series Baseball*. But I don't understand why the hell you would make commercials about Saturn being the system in beat, because of those three games winning awards, when PlayStation got many more awards than the Saturn?

A pissed off PlayStation owner
Bayport, NY

MIKE: We didn't make the TV ads, Sega did. Have you ever seen an ad for a movie where it says, "Siskel & Ebert give it two thumbs way up"? Do you think Siskel & Ebert made the ad or the company that made the movie? We are reviewers and Sega used our educated opinion about their product in an ad. If Sony wanted to use our comments on PlayStation games they were more than welcome. I suggest you start getting mad about things you know, like the Jets.

Sum Fun

A question for Capcom: Is the number three beyond your comprehension? I can say it. Here, it's easy — THREE. All together now: T-H-R-E-E, THREE. There, see? That wasn't so bad. Keep in mind that three is the sum of two and one. If you're still having trouble, consult your local elementary teacher.

Kevin M. Glass
Saginaw, MI

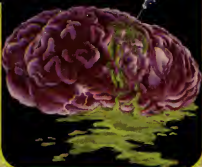
BILL: So that's how that works...

GAME IDEAS

COUCH POTATO

The name of the game is Davenport. The object of the game is, well, actually there isn't any particular object. You pretty much just sit around on your davenport and maybe listen to some Nine Inch Nails tapes. This game would cost about as much as you would pay for a yellow and red davenport. And you're dam tootin' you're gonna print this letter!

Nic Clapper,
Arlington, NE



PLAIN AND SIMPLE

My game is called *Here Comes The Killer Amish!* You're not holy and simple, but your full name is Arthur Mish, and everyone has always used your first initial. You hate being called Amish, so you set out to destroy barns and buggies. The best part is they can't fight back with their primitive weapons. A pointy stick is no match for a guy with a bomb strapped to his chest. Your war cry is "Samicogl" which, as we all know, is "Potmas" spelled backwards.

Derek Belden,
Chaska, MN

HE'S WASTED

My game is called *What A Waste!* I hate my life! I wanna die!!! (Click... Bang... Thump!!!) Oh, you can only play this game if you own a CD-L.

Mike Isaac,
Fl. Worthing, TX

BILL: How much longer are we gonna tolerate this kind of rotten behavior? Come on, Mike! We've stopped slagging all those poor unfortunate souls a long time ago! We don't pick on 'em any more!!! Besides, I don't think any of 'em are left alive to buy your game, know what I mean? So let's bury the hatchet, so to speak. Let the dead rest in peace.

BILL: How true that is, Derek — a pointy stick is no match for a guy with a bomb strapped on his chest... unless, of course, it's a really long, pointy stick and you're behind the guy with the bomb, and you're being really sneaky and the wacko doesn't hear you coming and you can... BOOM!!! Uh, I guess you were right, Derek...

HEY! YOU, TOO, CAN WIN A MYSTERY PRIZE!

Just send in your Game Ideas to the address printed on the last Network page. Make sure that you include what type of video game system you own. This month's Mystery Prize goes to Quince Easter, of Texarkana, TX, so go easy on the siblings, OK? Write in today!!!

WINNER

That's
Gotta
Hurt

My cool game is called *UR The Racer*. In this game, you and a friend (if you don't have a friend, use a younger brother or sister) start at the top of the stairs. You push your friend for a head start and watch them go! You score points when they perform stunts, like rolls, tips, twists, and my personal favorite, the head bounce. Sort of reminds you of *Uniracers*!

Quince "Pain" Easter,
Texarkana, TX

BILL: You know, Quince, this kinda reminds me of the games we'd play when I was really young. We'd spend hours playing *Sibling Skat Shoot*, *Ride the Hot Wind* (played in the dryer) and my personal favorite, *Pork and Bean Nostri Launch*. Unfortunately, we lived in a one story house, or I'd have beaten you in the punch on this game idea!

Connections

I'm 31 and would like to write to other adult gamers who play RPG's and fighting games.

3850 Ourlee Ave.
Apt. F
El Monte, CA 91732

I'm 22 and I'm looking for someone to talk to about anything.

Julio Morales
1205 8th Ave. #4-L
Brooklyn, NY 11215

I'm a 25 year old Super NES and Gameboy owner seeking other adult gamers who love fighting games or RPGs. Willing to talk about other formats as well.

Richard Courter
Rt. 1 Box 40-10
Hume, MO 647512

I'm a 19 year old male who wants a Nintendo, Super NES or Genesis machine. I would prefer a girl 12-16.

Dustin Castle
#8 Birch Dr.
Belleville, IL 62203

12 year old guy who likes Super NES and Sega. Please be 11-16.

Khai Lieu
2401 S. Herlan Dr.
Lakewood, CO 80227

I'm a 14 year old looking for a girl of same age to swap tips for NES and talk about other things.

Chris Willis
P.O. Box 99
Mid Pines, CA 95345

I'm an 11 year old boy who likes to watch movies, read books and write letters. I would like a penpal to be 10-16.

Matt Thompson
Rt. 1, Box 411
Flomaton, AL 36441

I am interested in a player with a Genesis that hates RPGs but loves everything else.

Cylicharlin Lebar
1827 7th Ave.
Olympia, WA 98501

I'm a 12 year old boy who wants to get in touch with someone around my age. I own a Genesis, and Nintendo.

Brett Merrill
979 N. Aspen Way
Layton, UT 84040

I'm a 17 year old female looking for someone to talk to about games or just be pals. I own a Genesis.

Holly Jarratt
1418 Independence
Church Rd.
Emporia, VA 23847

I'm 14 and would like a penpal. I like playing video games and reading. I can find any game word on magazines.

Mike Sapkowski
500 Baldwin
Royal Oak, MI 48067

I'm a 12 year old boy who is into music: sports, computers and GAME PLAYERS.

Sefton Diaz
309 Megellan Dr.
Pacificia, CA 94044

I'm a 14 year old girl who is looking for a boy around my age.

Becky Neura
539 Remwick Dr.
Richmond, VA 23233

I'm a 15 year old male and I would like a penpal from anywhere.

Chris Carter
643 South 1000 East
Pleasant Grove, UT 84062

I'm 11, love soccer, basketball and football. I have a Super NES.

Nathan Davey
3494 Descartes Ave.
San Marcos, CA 92069

I am 14 and a BIG D&C fan. I would prefer a male, but female is okay, too.

Jon Cobbin
3650 W. Goshen Ave.
W. Terre Haute, IN 47885

Staff Infection

I've been watching your new office very closely and have observed some very disturbing trends:

1. Why does Trent always threaten his Sonic doll?
2. Where does Mike go when he runs out of lives in Wipeout?
3. Roger, why do you sit behind your desk about ten feet?
4. Chris, where do you place all those capes when you're playing games?
5. Does Patrick have leukemia?

Curious Eris
Indianapolis, IN

BILL: We're disturbed that you're disturbed!
1. Because he can't threaten anyone else around here.

2. Back to the garage.
3. Nothing trick here! Roger just has really big feet. He's actually sitting as close to the desk as he can!
4. Chris has a special cape locker that no one else is allowed to use.
5. No, but Chris Charlie's a hemophiliac...

He's Loaded...

I'd first like to say that I LOVE your mag. Compared to yours, all the others are 100% cheese. Ok, here's my question: In the October issue number 76, the cover had *Loaded* for PlayStation AND Saturn. Well, what the hell happened? I've played *Loaded* on PlayStation and it's totally awesome! I own a Saturn (which I'm very happy with, thank you) and I would like very much to buy *Loaded* for it. Will Saturn ever get *Loaded* and if they do, when will come out? Also, are there any plans for a *Loaded* 2?

Jeff 'desperate to get *Loaded*' Vordtriede
Florissant, MO

MIKE: Don't act so desperate, Jeff! *Loaded* for the Saturn is almost finished and ready for its release. We saw the game at the E3 show and are happy to report that it looks exactly like the PlayStation version. As far as *Reloaded* goes, it appears that this much-awaited sequel will also be making its appearance on both the PlayStation and the Saturn. There! Now I bet you're really jumping for joy, right?

GET OFF YOUR @\$\$!

Write to *Game Players* at the following addresses:
For game ideas, write to:

Game Ideas
Game Players, 150 North Hill Drive, Brisbane, CA 94005

To get into the Connections section, write to:
Connections:

Game Players, 150 North Hill Drive, Brisbane, CA 94005

For general Network letters, write to:
Readers Network:

Game Players, 150 North Hill Drive, Brisbane, CA 94005

Or check out our web site at:

http://www.gameplayers.com



Trouble Maker

First of all, I want to say that you guys are the best in the mag business. And I have just a few questions:

1. Do you know anything about the rumored MK4? If so, do you have info on whether it's gonna be 3-D or 2-D?
2. Do you think there will be a *Generation X* game on any system (especially Saturn) in the near future?
3. Is Bill on medication or something?
4. Patrick, please sock Roger in the mouth.

Jorge Ruvalcaba
Blythe, CA

- PATRICK:** 1. The rumors about MK4 are all pointing towards a 3D game. We should start seeing something on it pretty soon.
2. Do you mean a game where dirty little gen-X kids eat too much fast-food and then go to 7-11 for slurpees and had trucking hats? Yes, I think that game is in the works for all systems.
3. Yes, Bill is on medication and he won't share it with anyone.
4. Just once?



Reader Art! Winner



This month, **Bill Donahue** gives you all a break, so enjoy it while you can!

Mike Armour,
Hopkins, SC



He could stand anything, except the paper cuts...

Joseph Chastian,
Houston, TX



Shoke, shoke, shake — shake your booty... ☺

Ronan Leyesa
Bloomington, IL

He got into games after 'Rock of Seagulls' broke up. ☺



Dany Connor,
La Plaine, Canada

Welcome to the jungle... ☺



Watta Dreamer

Let me first introduce myself. My name is Doug Van Winkle, 21 years old, and I'm looking to get into the gaming business. (Ultimately, I want your jobs.) But for now, I would settle for advice and an application or something. I am currently working in a computer store as a purchasing agent. Big deal, but I love games. I'll be completely honest. I beat *Battle Arena Toshinden* in about 1-1/2 hours. I would be perfect as a 'game slave', playing day and night. Damn that, I would kick butt. Anyways, whatever advice you could give I would greatly appreciate. Play on!

Doug 'Rip' Van Winkle
Winchester, KY

ROGER: My job?!! After what I had to go through to get here, you had better be prepared to be at your back-slapping best! In all seriousness, for a better idea of what it takes to make it in the biz, check out our 'Gaming For Dollars' feature in the 1995 Holiday Issue of *GAME PLAYERS*. More information is also available in the April 1996 issue of our sister magazine *Next Generation*.

He Can't Wait!

I am writing about the PlayStation. It is the best system in the world. It outdoes every other system in the world and those to come. Is there really going to be a PlayStation 2? When is *Twisted Metal 2* coming out? Is there going to be a *Zelda* coming out for PlayStation?

Steve Grimm
Plantation, FL

PATRICK: Yes, there will be a PlayStation 2 at some point, but not for a while. Yes, there is a *Twisted Metal 2* coming soon. And no, there will never be a *Zelda* game for PlayStation. *Zelda* is a Nintendo series and Nintendo will not be making games for the PlayStation.



Chocolate Bunny?

I have been a loyal fan of role playing games since *Dragon Warrior* and I've recently started getting back into comic books. And I was wondering, if companies can take comics like the *X-Men* and make action games and fighting games out of them, why not make a killer RPG? The story for each character and villain is already fully detailed and the popularity of both comics and good RPGs would easily sell the game! It seems to me that Japan has already proven this. Our US game companies could learn from them and make a little change (for the better). We've seen action games such as *Mario* make it to the RPG world and we've also seen fighting games like *Fatal Fury* make this transformation. These are great ideas, but there are plenty more out here in the gaming world. Too just listen to us 'mindless' gamers and you'll see! So, to all these game companies out there that think putting out half-finished games that are more hollow than a chocolate bunny will keep them in business, think about all of the great game companies that have gone belly-up in the past few years. Please, try something new, feed the gamers, not the fash!

Erik Shaun Senay
Boston, MA

ROGER: Erik, we need to have a little talk... Your letter has too much sense and not enough raving in it to really fit the mold of *GAME PLAYERS*. But you are absolutely right! Too many game companies think that slapping a comic license on a game guarantees sales without having to put much effort into the game design itself. That's why we're usually left with another substandard side-scroller or fighting game. The market is ripe for a well done super hero RPG. Now, if only some company out there would listen!

Now Hear This

I'm a not so proud owner of the Sega Saturn. I purchased the system in Nov. '95, just on their relationship with EA Sports and Sega's reputation. My question to you is, are EA Sports going to produce *Madden '96* and *NBA Live* for the Saturn? If so, when? Because I'm hearing these games are coming to the Playstation! It is most important that I read your response to this.

Tony
NYC, NY

ROGER: Well, you've got a right to worry, Tony. EA has consistently stated that they intended to release their titles for both the Saturn and the PlayStation. But considering all the problems they are having in developing 32-bit versions of *Madden* and the *NHL* series, the focus seems to have changed to just getting out ANY version of their games. I am pretty sure that Saturn versions will someday see the light of day, but for now, it looks like EA has put its priority on the PlayStation.

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Against a dark and shifting 3-D landscape, the warriors of the twisted underworld known as **BATTLE ARENA TOSHINDEN 2™** await your return. How do they know you'll be back? Let's just say it's a gut feeling. As in the first 360° go-round, the moves are lethal, the stages visceral and the characters, wicked. And this time, the original avengers are joined by a new crew of fighters. Like Tracy, the sexy cop gone bad; Gaia, merciless madman; and Chaos, a friendly fella who happens to swing a sickle. All of 'em real keen to get to know you better. On every level.

So welcome back. And plan to stay awhile. Because here in **Battle Arena Toshinden 2**, these forsaken foes aren't just out to take you down. They're down to take you out.



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INFO TRAK

When you need to know exactly what's going on in the world of videogaming, this is the place to look. If what you want isn't in here, it hasn't happened yet! So now, without further ado, here's the news!

Mass Market Pricing

Five Million, Baby!

Sony reaches the five million mark in worldwide sales

Sony recently announced that the company has now produced and shipped into retailers five million PlayStation units worldwide. Of the five million units, 2.7 million have been shipped in Japan, 1.3 million in North America and 1 million in Europe. While these figures still do not even begin to rival the enormous installed base of 16-bit systems like the Genesis and Super Nintendo, it is a significant mark to hit for a next generation system. Sony feels that this number marks the acceptance of the hardware unit by consumers around the world.

While the five million mark is certainly a significant number and does indicate that the Sony PlayStation is here to stay, it will take another huge holiday season to really be considered a mass market success story. Still, if any company is likely to become such in the next few months, Sony is sure to be the one.

The question is whether the PlayStation hardware will simply be outclassed by machines like the Nintendo 64 and M2 before it's able to reach the massive sales numbers achieved during the 16-bit era.



With the Sony PlayStation and Sega Saturn both available for \$199 in the US, many believe massive sales will ensue.

Sony and Sega drop next generation hardware prices

When the Sega Saturn first hit the market at \$399, many believed it was simply too expensive to get in on the next generation movement. A few months later, the Sony PlayStation debuted at \$299 and thousands of early adopters eagerly forked out the cash to get a taste of the 32-bit revolution. After disappointing sales for the Saturn, Sega was then prompted to match the price of the PlayStation at \$299, a price many still believed too high for mass market success. Getting through the first holiday season at \$299, both Sega and Sony enjoyed reasonable success (more so for Sony), but still neither machine really made the impact for which they were shooting.

Still waiting in the wings with the N64 at a promised \$249, Nintendo has spent close to a year watching Sony and Sega try to establish the new mass market price for videogame consumers. Seeing an opportunity to test out Nintendo's \$249 price with a new streamlined Saturn hardware unit, Sega made plans and indeed did drop the price of Saturn to \$249 just before the E3 show in Los Angeles. Television commercials boasting this new price point, \$50 less than the Sony PlayStation, had just begun to air on national television and appear in print publications when E3 rolled around and then suddenly another twist was added to the ever-thickening plot.

Most expected Sony, a company that denied the need to drop the price of the PlayStation from its original \$299 price point just before the show, to drop the price to meet the new \$249 price of the Saturn and the upcoming N64. In a surprise announcement, however, Sony shocked the gaming community with the announcement that it would be skipping the \$249 price and going straight to \$199, a full \$100 from PlayStation's original price point. According to Sony's Executive Vice President, Jim Whilms, today's announcement (of a new \$199 price point) is the natural progression in our effort to grow the industry as a whole. "Never the less, speculation instantly began to circulate on the show floor about the drastic price drop being in response to the impressive pre-show demonstration of the Nintendo 64. Also in question was Sega's response to the announcement. Surely, as Sega was hoping to cut into Sony's market share lead with a price point of \$50 less than PlayStation, they could not hope to do much at \$50 more than the PlayStation, and yet for the first full day of the show, Sega officially denied that they would be matching Sony's \$199 price point.

The next day saw the Sega booth littered with 'Now \$199' signs and suddenly two next generation systems were available for less than \$200. Rumors continued to circulate about a Nintendo 64 price drop to match the PlayStation and Saturn, but no official word was ever given to that effect. Thus, as it stands, Sony PlayStation and Sega Saturn are both available at \$199, a price which many believe is just the right mark for true mass-market success with the holiday season fast approaching and each company's strongest titles coming available. Nintendo 64, still set to debut in the US on September 30, however, will hit the shelves at \$249. Many believe after the showing of remarkable games such as Mario 64 and Pilot Wings 64, the additional \$50 will be accepted by most as fair for the advanced hardware. Whether the new lower prices will, in fact, bring 32- and 64-bit sales into the mass-market realm is yet to be seen, but it's difficult to find anyone in the industry not excited by the possibility.



Sega's Internet Intervention

Sega prepares new gaming lane for information highway

As the internet, and its user base, continues to grow at an alarming rate, it seems hard to believe that online gaming has not become more popular than it has. There are, of course, technical issues such as latency problems and unreliable connections to be considered when questioning the general lack of gaming opportunities on the Net. However, it's also important to note that gaming companies have yet to really devote themselves to the movement in any significant fashion. That is, until now.

At this year's E3 show in Los Angeles, Sega debuted the Net Link, a \$200 hardware unit for use exclusively with the Sega Saturn. The unit enables users to get on the internet and surf the all-important World Wide Web. What's most significant about this technology as it stands today, is that not only can a user now gain full access to the Internet for a total hardware price of less than \$400 (a trick several Silicon Valley companies have been hard at work to achieve), but the Sega Net Link also brings the experience of the Internet out of the office and into the living room by utilizing the television as opposed to the computer screen (another goal for several Silicon Valley companies).

What is perhaps most exciting about Net Link for gamers, however, is the possibility of first-class networked gaming. The idea of hooking into the Internet via Net Link and playing seven unseen competitors spread out across the globe in a game of *Daytona* is a thrilling prospect, to say the least. At the time of the show there were already more than 12 titles in development and due before Christmas '96 for use with the system, including several from third party developers, such as Westwood's *Command & Conquer*. Sega will also be offering titles for networked play, such as the soon-to-be-released *Baku Baku*.

While the future of on-line gaming is yet to be set in stone, Sega's Net Link is built to accommodate several different possibilities. Whatever becomes of on-line gaming, it's certain that Sega will have a say in the matter. As for now, surfing the web on your television with a Saturn and 28.8 Net Link is sure to be a great experience for internet novices and pros alike. Of course, the experience becomes that much more exciting when great gaming experiences become available for play later this year. Also soon to be available for use with the Sega Saturn and Net Link are the Sega mouse and keyboard designed to accentuate the user's Internet experience. Neither peripheral will be necessary as the system's built-in web browser was designed to work with the standard Saturn controller, but some users may find the keyboard and mouse a more comfortable way to navigate their on-line use.

With its 28.8 modem and ability to bring affordable Internet service into the living room, the Net Link from Sega is sure to get the attention of many interested Net Surfers.



Top Ten Attractions at E3

GAME PLAYERS' recollection of the top ten good things at the show



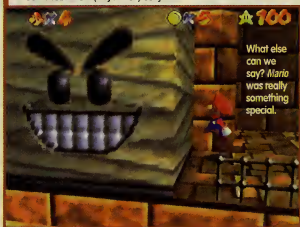
- 1... Nintendo 64
- 2... *Virtua Fighter 3* Demo
- 3... *PlayStation 2* Second Generation PlayStation Showing
- 4... Kerri Hoskins in a Cape (and not much else)
- 5... *Sega's House of Blues Party*
- 6... *SegaSoft's* Disturbing Vision
- 7... *Tekken 2* Competition (First Round Loser's Booty)
- 8... *Tetris Attack* Competition (Our own Christian Svensson wins N64)
- 9... *Konami's* *Flesh-O-Rama*
- 10... *Scavenger's* Two Story Tall Spider

Here we see our very own Roger Burchill cashing-in at *Konami's* *Flesh-O-Rama*. Look for inexplicable scoring spikes from Roger on Konami titles.

Top Ten Playable Games at E3

GAME PLAYERS' top ten games at E3

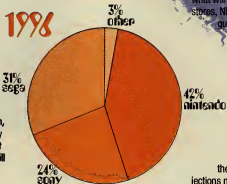
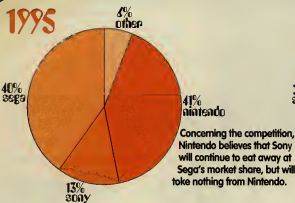
- 1... *Super Mario 64* (Nintendo 64)/Nintendo
- 2... *Wipeout XL* (PlayStation)/PlayStation
- 3... *PilotWings 64* (Nintendo 64)/Nintendo
- 4... *Nights* (Saturn)/Sega
- 5... *Crash Bandicoot* (PlayStation)/Sony
- 6... *Formula 1* (PlayStation)/PlayStation
- 7... *Virtua Cop 2* (Saturn)/Sega
- 8... *Tomb Raider* (PlayStation, Saturn)/US Gold
- 9... *Tekken 2* (PlayStation)/Namco
- 10... *Tobal No. 1* (PlayStation)/Sony



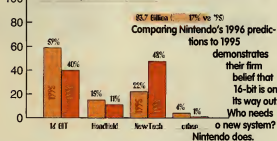
Sony's Muscle

Sony makes deal with retail pals

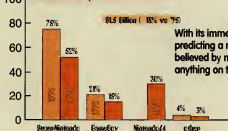
Sony announced recently that Circuit City retail centers would now carry the Sony PlayStation as its sole video game hardware unit. This means they will no longer carry the Sega Saturn nor the Nintendo 64 when released at the end of September. Considering Sony's corporate relationship with Circuit City and impressive PlayStation sales, it should come as no surprise that such a deal was made. In fact, according to Sony, it was Circuit City who initiated the policy. The question is, how much of an effect will it actually have in the long run? Circuit City, after all, while known far-and-wide for its stereo, VCR, and television sales has never really been appreciated as a video game outlet. Securing an exclusive retailer as notable as Circuit City, however, is certainly an impressive show of position in the electronics market. In related news, Sony also reported this month that KB (formerly Kay-Bee) Toys has renewed their decision not to carry the Sega Saturn, but that it would carry the Nintendo 64 when released.



Total Market Sales/Units: 1995 vs 1994



Nintendo Market Sales/Units: 1995 vs 1994



With its immediate release in 1996, Nintendo is predicting a modest impact by the machine believed by many to be technologically superior to anything on the market.

Nintendo makes industry predictions for the future

As Nintendo is debuting the Nintendo 64 and key software titles, such as *Super Mario 64* and *PilotWings*, the number crunchers were hard at work making predictions as to the potential effects of such releases. While there are countless hypotheses, predictions and uneducated guesses as to what will happen when Nintendo 64 hits the shelves, Nintendo is believed by many to be guessing on the conservative side. In fact, Nintendo is predicting the 16-bit Super NES will produce almost twice the revenue as the Nintendo 64 in 1997. Nintendo is also predicting only a one-percent market share growth coming from the release of the Nintendo 64. What will happen beyond the immediate release of the hardware is something Nintendo is not yet ready to officially predict, but until then, most believe that the modest projections made this year will be easy to meet.

Sony's Development Junior

Sony announces Japanese release of Jr.-level development kit

Tucked away under a staircase in Sony's E3 booth, the new *Let's Create* (called *Net Yarouze* in Japan) hardware was shown to the few who dared to pass through the tight confines in which it was displayed. Why hide such a great new experience from an eager group of thousands? The reasons are many, but probably the most significant argument for not typing the machine at a US show is that there are no official US plans for releasing the unit. Another factor to consider is that the unveiling of the hardware was literally sprung on Sony of America at the last minute and, as of yet, there are no resident experts ready to tell what the machine can and can not do. Finally, the machine is not going to carry a mass-market price tag and Sony was eager to emphasize the new \$199 price of the standard PlayStation, not the approximately \$1200 price tag of the *Let's Create* unit.

Putting aside the obvious limitations of the machine in the US market, there is certainly plenty to get excited about a reasonably priced development kit for one of the most successful game platforms on the market. In Japan, the unit is being coupled with a membership to a development club sponsored by Sony. Is this perhaps a way to monitor creative new talents? Perhaps, and certainly a similar group in the US would have many would-be game makers lining up for a membership. For the time being, however, the unit will have to be played in Japan, and even then it will not only require the serious investment for the unit, but also a PC and programming knowledge for coding the actual games. US plans will be reported as soon as they're made available. *Let's create!*



Will PCs Outshine Your Favorite Consoles?

According to Bill Gates, the answer is an unequivocal 'Yes!'

The argument is as old as the RISC processor itself. PCs or gaming consoles — which is the superior games avenue? As discussed in the following excerpts from the June issue of *Next Generation* magazine, Bill Gates (see — most powerful man in the universe) insists that PCs are well on their way to dominating the games market. Keep in mind this is only one man's opinion and you are free to disagree, but we here at **GAME PLAYERS** thought you should know what's brewing.

PCs vs. consoles

NG: So you don't see either the PC or the dedicated game machines eventually dominating the market completely?

Bill: In terms of one totally wiping the other out, no. You know, I'm a PC lover and so I can tell you the schtick from somebody who's got a bias toward the PC. For every kid [with a PC] — even at a very young age — there's really great learning software. It's worth it if you can afford it. It's great exposing them to that.

Then, as they move up into the age where they want action games or whatever, then hey, the PC's going to be there. And it is the most flexible device. The fact that you can actually store things away, the fact that you can add on to it, the fact that it has a display with better resolution, it's got a keyboard. There's just a lot of things you can do with a PC you can't do with a game machine.

And so, I think as PCs have very high penetration into homes, it's possible there would be a substitution effect against game machines. But, that's not to say the game machine category won't be there. **NG: One thing the PC doesn't have (that companies like Sega, Sony, and Nintendo have) is a dedicated marketing operation, whose sole purpose is to promote each game console as the ultimate gaming platform. Are you willing to take on this role for the PC?**

Bill: I'd say it's a role, and it's up to us to do that. Certainly, to evangelize to software developers, that is totally our job. I think on a relative basis to a few years ago — and even on a relative basis to some of those game console suppliers — and in the absolute, I think you'd find that ISVs [independent software vendors, a.k.a. game publishers] say we're doing a pretty good job.

But it is our job to do the evangelism. Intel is often a help on these things, as are some of the system manufacturers, some of the board and chip manufacturers. But we're in the lead spot.

I think content rules, in terms of a message to consumers. Nowadays, you don't even see many ads about the consoles — you see ads about the games you can play on the console, or see the kid who seems to be playing these games looks like a pretty cool kid, and you'd be like him if you bought one. But, you know, it's really very content-driven nowadays, as opposed to platform technology. I don't know, maybe it'll switch back.

NG: Do you see content becoming stronger on the PC, or on the game machines?

Bill: Well, I think boxing games are better on the dedicated consoles. But if you get really broad and include Myst-like games, I mean, give me a break! There you

need the storage and richness that comes with a PC.

The term 'game' is a very broad term. The phenomenon of what's gone on with the game consoles is a fairly narrow part. There's a particular demographic with which the game console is strong, but the PC is much broader than that. So they both have relative strengths.

NG: So you're saying that the PC's graphics power is going to take off and never look back?

Bill: Well, it's my job to see that this happens. We are keenly aware of the comparison [between PCs and the 32-bit game machines] and I have almost no doubt we'll meet that test. The only advantage that the Sony PlayStation has is better texture mapping than most graphics cards in the PC. But when we demo'd at the Windows Hardware Engineering Conference [last April], the 3Dfx demo of Valley of Ra's way better than any game console. And that's a special add-in card that will be on PC motherboards in early '97.

NG: Playing devil's advocate a little, we're going to champion game consoles. One huge advantage that they have over PCs is that you play games on the big screen TV in the comfy living room, whereas to play the PC you typically have to sit close to the screen, alone, in a straight-backed chair, in the 'home office.' The console way is much more fun.

Bill: Well, you have a very good point about the device that you sit close to and use with a keyboard, versus the device that you sit far away from. With the PC — because of the resolution of the screen — you can read text and you can sit close to it. And it's got a keyboard.

The TV is typically a larger-size screen and the dot-pitch isn't nearly as good, but you sit far away and you mostly watch video-type material. So for multi-player [gaming], where you're both on the same screen, either you're going to [play on a game machine] or you're going to play the PC in so that it's driving your TV. And there are more and more of this going on. A lot of projection TV sets are going to have VGA connectors. And VGA-to-NTSC conversion is not very expensive. We need to make that easy.

Part of the question here is, in your living room — in terms of choosing TV channels or choosing audio sources — the PC, which can display information in a rich way, may become a nice tool. I mean, it's a lot easier than picking buttons on things and stuff like that. If you go to the super high-end, like the audio-video system that Paul Allen has, or I have, then we have PCs where we pick any DVD disk, or laser disk, or CD audio disk, we have a library and a database and we type the name and 'boom,' it's up there. That's a PC controlling our entertainment center. Well, that sort of thing actually will become reasonably priced for people. Anyway, the display issue you mention is a very interesting one. **NG: But this is as much a battle of household territory as anything else, and the game machines have already grabbed the prime game playing locations: under the main TV, and in the kids' rooms. Won't games inevitably be played in the living room and not the home office?**

Bill: For certain types of games, that's true. Sometimes, you'll have a PC in the living room, because it will be the central controller there. But you're right, the scenario where you've got your game machine in the

living room and you've got your PC in the den, that may not go away.

But the game machine has a pretty narrow appeal, in terms of the demographic. For really young kids, for girls, and for a lot of adults, the breadth of software that's really been out there for the game machines is not very rich. It's not like people do encyclopedias, or movie guides, or learn arithmetic from videogames.

NG: Now, is this because, with no keyboard and no hard drive, the game machines can't handle these types of software, or is it simply because the market hasn't

asked for them yet?

Bill: Well, I'm not sure how you separate those two things out!

You know, it was always possible that one of the game machine guys was going to create some expandability and essentially grow it up to a PC. It was the Philips system, called CD-i, which was sort of supposed to be expandable [in as much as Matsushita showed it with a hard drive in it] and it was supposed to also be a game player-type thing. It was an attack on both game console and PC. It was a device that kind of basically got caught in the middle. It was a terrible game machine, and it was a terrible PC.

I can say that now because the thing failed. But Philips put real money into it. Well, I knew I was worried about it. They put real money into that thing, and they had a lot of content. They never did figure out, though, that you had to have good action games on the thing, so the hardware design never focused. It was always too soft. A little bit of golf or a little bit of opera, but nothing jazzy enough to make it move.

NG: Bill, do you play games yourself?

Bill: Well, I'm a reasonably avid poker, bridge, chess, go, and checkers player.

I played the videogames of the time, when I had more time: *Frogger*, *Pac-Man*, *Defender*. And back at Harvard, I played with the POP 1 that had the original *Space War!* game, with vector drawing. The original POP 1 application, in my dorm at Harvard when I wanted to waste time, was *Breakout*. That was the cool game.

NG: So what happened to Trip Hawkins' vision?

Why didn't the original 300 machine work out?

Bill: Well, there's this notion that you can sort of rip off Japanese companies — and no really, I mean, that's sort of the 300 model.

It's kind of rude [laughs] to have a business model where you let a Japanese company do the commodity part, which you're licensing to them unexcusably, so they don't get any of the upside of the software royalties, but they get just the console part, which is the money-losing part, and you keep the game royalties.

It's hard to say why the pieces didn't come together [for 300]. If the price had been different at one point, if they'd gotten a few more software developers... But the business model always had a bit of a problem in that 300 didn't have enough money to make the platform successful and yet, the piece Matsushita was given — even if things went well — well, they were just going to be a commodity supplier of that piece.



Bill Gates, Superstar



GAME GOSSIP...

We went to L.A. with one purpose: to bring back the gossip. The gossip no one else could get. We let our gossip mongers run wild and free in the beautifully violent city of Los Angeles and now, they're back. In addition to the nose rings and tattoos, they got some pretty groovy gossip, too.

Bits and Bytes

We now hear the Virtual Boy may have a link cable in development and ready for release. A source inside Nintendo claims "there is one in development. Originally the VB was supposed to link up to eight people and be a Head Mounted Display or HMD, as they're known in the VR trade. However, due to legal issues, the idea was shelved." • 3D games were all the rage at E3, including Crystal Dynamics' *Pandemonium*, a very unfinished platform action game that was pitched as "head to head competition for *Mario 64*." It looked good, but not that good... • Other games noticeably missing were Capcom's *Marvel Super Heroes* and *Street Fighter Alpha 2* conversions. Is Capcom considering dropping the Sony PlayStation from its game plan? This rumor from a source that says, "Capcom is very upset that Sony

won't approve the *Mega Man* games." In fact, Sony just turned down *Mega Man Cubed*... • Following in the footsteps of Square, Nintendo loyalist Kemco is rumored to have had discussions with Sony to bring the popular *Top Gear* racing series to PlayStation. • Look for the PlayStation conversion of Payday's PC title, *NASCAR*... • Missing and long forgotten at this year's E3, Sony's Polygon Man. The Polygon Man campaign dominated last year's E3, but sadly, Sony of Japan nixed it in the PlayStation's early days. When asked about the missing character, one Sony Official laughed, "You guys don't forget anything, do you? No sir, we don't, and we also don't forget our friends — a special thanks to Charlton Heston for the speech, Richard Edlund for the jokes and Michael Douglas for the beer! See you in thirty!"

The Pricing Game

Sega had already been leaked the news of Sony's PlayStation price drop (the \$199 price point was anything but a shock). Still, the execs were undecided if they would actually match Sony. But Sega's announcement the following day would reveal that Sega had finally made up its mind. Insiders say Sega was ready to match Sony, but didn't expect the price drop to happen at E3. "We had very good information that Sony would wait [to drop the price] until Nintendo launched the 64-bit machine in September. Our plan was to match or preempt them then, not play another game of catch up." Sega's overall plan as one source puts it, "was to make incremental price drops over a few months, making the Saturn a very appetizing machine". This same source also claims we should see another Saturn price drop from Sega around Christmas. And what's the magic number this time around? \$149!

Problems in Paradise

Although the Nintendo 64 was impressive, we dug deep to find out what was still waiting in the wings. Not at the show, *Super Mario Kart 64* — it's still six months off, say sources, and 15-20 other Nintendo 64 titles not complete enough to show (and keep in mind they needed Nintendo approval to show them). Other titles included Virgin Interactive's *Freak Boy*, a 3D platformer pulled for "various reasons", Nintendo's own Kirby's *Air Ride* and *Goldeneye*, as well as Ocean's *Mission: Impossible*, which was only shown on videotape, interact with movie bits, to limited press.

Opening Night Jitters

The first night of the show started at the Nintendo party, where Peter Main let us get a hands-on "feel" for the

Pocket Game Boy. Almost half the size of the regular Game Boy, this gadget boasts a better screen, but don't get too excited. Initially, the machine will retail for 20 bucks more than its predecessor. While waiting to nosh some sushi, we overheard a choice rumor. Nintendo will drop the price of the Nintendo 64 to \$199 sometime during the early half of 1997, after hardware production goes up and the initial early adopters and Japanese demands are filled.

This from a source who we'll say, was very much "in-the-know." And even though the 16-bit areas at every E3 booth looked like a ghost town, expect to see more Super NES titles well into '97 from Nintendo, as the same source quotes, "Nintendo remains committed to the Super NES."



UKUI SUUSTPJCLDK
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DLTBKNKII JTRSCI
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JKPXFCKARTLUPY
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GAME PLAYERS

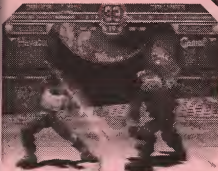
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CAPCOM'S FIRST 3D FIGHTING GAME!

STAR GLADIATOR

EXCLUSIVE SUBSCRIBERS-ONLY PREVIEW!



The fighting in *Star Gladiator* uses the 3D aspect of the gameplay for a lot more than just window dressing. It's easy to maneuver in three dimensions, and offers distinct benefits.

While everyone is still waiting for Capcom to finish *Street Fighter 3*, many people have overlooked the importance of *Star Gladiator*, Capcom's latest fighting title that just also happens to be the company's first true 3D game. Although *SG* is looking to be an awesome game in its own right, it's also serving as a kind of 'warm up' test for Capcom's development team, giving them some 3D experience before they dive right into *SF3*.

But like I said, that shouldn't completely overshadow *Star Gladiators* itself. The near-final version that was on display at the recent E3 videogame show looked mighty impressive, with fast, smooth graphics and genuinely new gameplay features. And the best part is that the game was done on Sony's System 11, which guarantees an arcade-perfect PlayStation version!



Like in *Tekken*, the camera spins out for throwns.

Fe, Fi, Fo...



Wanna see something REALLY cool? Here the big-brained one on the right can turn into a giant and stomp you!



While most of the characters look pretty goofy at first, they just seem to work somehow once you start to play the game. They also have that Capcom 'feel'.



bobo's tale tears of a clown



here's my story, and but true. if you read it carefully, this won't happen to you! well, maybe...



I was rescued from an awful place called the box by my new, true pal! I was grateful!

but how was I to know that a nasty meanie would follow my route to freedom?



wheel! This is fun!

as time went on, I became friends with just about everybody. I even started to grow my hair like my new pal! Patrick was my bestest friend — me and him was like peas and carrots!



Life was good, but it wouldn't last...



that bully from the box wouldn't leave me alone! he said he'd hurt my new friends if I didn't do what he wanted...

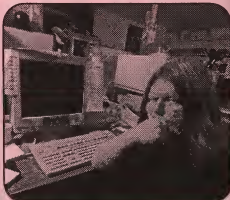


he said I couldn't play with Patrick anymore, and made me leave Roger about his rug!

before too long, my bad deeds made me so sick that I died.



BoBo
????? — 1996



'AND THE EVIL FORCE WAS STILL UPON THE LAND, AND... AW, WHO AM I KIDDING? THIS STORY SUCKS! MAYBE A BETTER TITLE WOULD HELP. TEAR UP THE CLOWN! NO... YOU GOT ME IN STITCHES! THAT STINKS! HOW ABOUT DOLLY DO RIGHT? MAYBE WE SHOULD USE A SOCK PUPPET. OH, MAN! I REALLY NEED A VACATION!'

TM

CONTEST DETAILS
INSIDE PACKAGE

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ned a good time

to tell you about one of our favorite sites out there. Ok, so it's true that *NG Online* is a sister magazine site and some people will probably accuse us of playing favorites, but if you simply take the time to check out *NG Online*, we're sure you will agree that this site is one of the best of its kind. The point

is, we'd like *NG Online* even if it was run by our most hated of competitors — we just wouldn't admit it so blatantly. So check it out, and if you don't think this site is awesome, then feel free to call us whatever you'd like! Well, OK, don't call us just *anything*. Try to be a bit creative...

Daily News

Much like the long-gazette that lands on your doorstep every morning, *NG Online* delivers hot news on everyone from Nintendo to the latest start-up development house. According to Christian Svensson of *NG Online*, "We want to be the source for the latest unbiased console, PC and Mac gaming news and special reports." Considered by most to be the spot for essential news gathering, *NG Online* has revolutionized the way we get our videogame news. Check in everyday for fresh news from the industry's leadline voice.



Want to stay informed? You must check here!

Forums

Would you like to feel like someone out there is listening to your most serious of videogame concerns? Get something to vent? Check in on *NG Online's* Forum section and spout away, or just read what your fellow game-playing pals are saying. Easily one of the most enlightening and interesting aspects of the *NG Online* site, the Forum topics range from questions about upcoming titles and hardware, to the very future of Videogames.



Let yourself be heard, or at least check out what fellow gamers are talking about, in *MG Online's* Forum section.

Demos

For PC and Mac users, the free demos offered by NG Online are among the most recent and exciting available anywhere. Check back often for all the latest titles making their debut in demo format.

Whether you're using
a PC or a Mac, you
won't go away

empty-handed from the *MG Online* demo selection.



Features

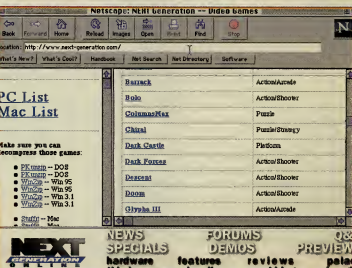
Sick of hearing about that hot feature you missed in *Next Generation* magazine? Fear not! You can still get that feature on *NG Online*. Boasting an impressive backlog of many of *NG*'s best features, including 'System Wars: Which System is the Best' and '75 Power Players', *NG Online* is a great way to get what you missed in print.

The Best Little News House In Cyber Space

<http://www.next-generation.com/>

A close-up look at Next Generation's presence on the Web

More and more, the World Wide Web is becoming an essential tool in the art of news gathering. Enter *Next Generation Online*. Sister publication to *Game Players*, *Next Generation* is a magazine devoted to accurate, timely and in-depth coverage of video games and the industry which supports them. *Next Generation Online*, however, takes the concept one step further by offering daily news updates on anything and everything worth knowing about in the games industry, as well as other events such as downloadable PC and Macintosh demos, online forums, feature articles and "clocktime" game previews.



All the best features available in *Next Generation* magazine are now available online

Reviews

Miss a review of a game you're considering purchasing? Have to know what the experts think before you drop tons of cash on a game that just might suck? Check with *NG Online* for an extensive backlog of reviews for all the latest hardware platforms, including PlayStation, Saturn and PC CD ROM.



Whether you own a PlayStation, Saturn, 3DO or PC, *NG Online's* review section has got you covered.

Now Hiring

How do you get a job in the videogame industry? You check out *NG Online's* Now Hiring section. Featuring up-to-the-minute job listings for some of the hottest positions in the industry, *NG Online's* Now Hiring is a logical first step when it comes time to cash-in on those videogame skills you've worked so long and hard to develop.



Want a job playing games? Remember, you heard about it first on *NG Online*!

Specials

While *Next Generation* magazine may be best known for its in-depth features and *NG Online* for their news, it can't be overlooked that *Next Generation* has produced some great original features of their own. From specials on Cross Platform Titles to a feature on Macintosh Gaming, *NG Online* offers its share of investigative reports. Essentially, if it has to do with games, we want our readers find it here," says Svensson of *NG Online*.

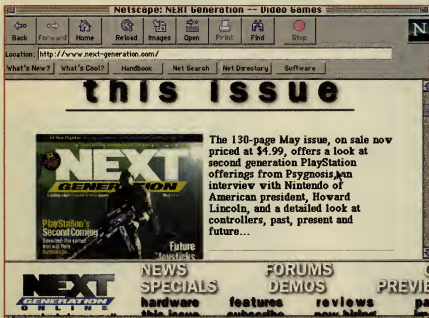
Live Chat

Care to jump in on a live chat about today's hottest videogame topics? Take a trip to *NG Online's* Palace, a place where many of today's most knowledgeable gamers are talking about their favorite subject. Taking advantage of this feature will require downloading some special software, but it's worth the effort.

Jump in on the conversation and let them know what you think in real time—or close to it.



Digging a little deeper than your typical online report, *NG Online* offers the net surfer a generous bit of information.



This Issue

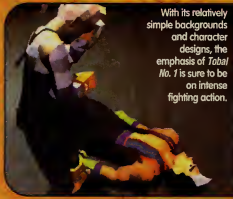
Want to know what's going on in the latest print issue of *Next Generation*? Easy enough—check out the This Issue section of *NG Online*. Find out which titles will appear in *Next Generation's* awesome Alpha section and what feature will tell you all you need to know about the videogame industry.

Of course, you'll always want to buy the print version of *Next Generation*, but in case you need a little more convincing, check out This Issue feature of *NG Online*.



IMPER-EXCITING,
ULTRA-VISUAL,
100% PURE...

Japanese PREVIEWS



With its relatively simple backgrounds and character designs, the emphasis of *Total No. 1* is sure to be on intense fighting action.

Anyone familiar with Wolf's similar throw move will have no problem believing team members from *Virtua Fighter* are now on board with *Total No. 1*.

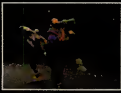
Total No. 1 Square for PlayStation



Definitely one of the most exciting titles on its way to the PlayStation is Square's new 3D fighting game (that's right, Square is making a fighting game!) called *Total No. 1*. With characters designed by Akira Toriyama, the creator of the immensely popular *Dragon Ball* Z series, and team members reportedly recruited from the original *Virtua Fighter* and *Tekken* teams, *Total No. 1* is destined for greatness.

The game takes place on a planet named Total where combatants gather to fight for cash prizes and the title of "Super Total Man". OK, so the story line is a little contrived, but as long as the gameplay goals of a true 3D fighting experience, combined with some of the smoothest action ever in a fighting game, are reached—who cares about the story? There are also features, such as the ability to grab an opponent and hold them while you punch or kick away, that make this game one to place high on your must-have list. Of course, you might still be wondering what Square is doing making a fighting game in the first place. After all, Square is about RPGs and RPG fans like it that way. All we can say for now is that with the team involved on this project and Square's reputation for unshakable quality control, we can't wait to see what it does in the fighting

Epon's lightning fast shoulder charge looks to be one of her most effective moves.



King's Field III Software for PlayStation

The only original PlayStation series to have reached its third installment, *King's Field III* looks to be more of the same with even better graphics than the first two. A totally 3D action/RPG, *King's Field III* is set to deliver all the gothic goodness of the original adventures with the increased graphic prowess gracing many of the second generation PlayStation titles. Having only recently seen *King's Field II* released in the US under the name *King of the Field* (the original title never made it to the US), it's likely that we'll have to wait a little while for *King's Field III* to make the jump, but if you loved the first two, another one is on the way and it looks pretty good.



The graphic style of the *King's Field* series is unmistakably Gothic through and through.



The first-person perspective of *King's Field III* immerses you into a world unlike any you've ever seen.

A successful blend between action and RPG-like puzzles, *King's Field III* offers quite a bit to discover throughout your travels.



Expect sophisticated lighting effects to enhance the overall experience of the game.

Torico Sega for Saturn

Still in the early development stage, *Torico*—a breath-taking graphic adventure—looks to be much in the style of Warp's horror title, *D*. No word yet on Sega of America's plans for this title, but the graphic quality alone should be enough to raise some interest in this one. Though we'll have to see this game in action to really

judge its worth, what we've seen so far of *Torico* is pretty damn impressive!

For graphic adventure lovers, it doesn't get much prettier than this.

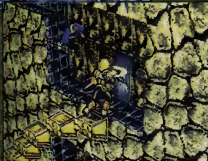


Dark Savior Climax for Saturn

After playing a recent demo version of *Dark Savior*, we are convinced that this is going to

Real-time fighting action keeps you in the game at all times. Learning your character's fighting moves is yet another facet of the game's variety.

Carefully balancing your character on narrow pathways is a key gameplay element in *Dark Savior*—one that will keep you on your toes.



be one of the hottest 32-bit games to date. Wander around in a 3D environment, unraveling awesome puzzles and uncovering tons of hidden elements to the complex story line, or just marvel at how cool this game looks and plays, if you like. Other cool features include an action/platform element to the game mixed with real-time fighting, as well as a free-roaming camera which allows you to check out your surroundings in full detail in the end. *Dark Savior* is an adventure game that's set to surpass any similar titles for any system.

Chances are extremely good that Sega will be bringing this title over to the US themselves. After all, it seems foolish to let it go to anyone else, when an exclusive title like this could really push the hardware. Due for a July release in Japan, the US release, whether by Sega or a third party for Saturn, is sure to come soon thereafter. We can't wait!

The game's story line is revealed in classic RPG style. Can't wait to see it in English.



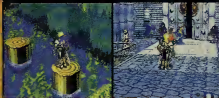
Vandal Hearts Konami for PlayStation

Yet another RPG coming for the PlayStation, Konami lends its considerable talents to the genre with *Vandal Hearts*. It's too early in development to tell much about this title, but so far, we know that the game will utilize a 3D environment with an isometric view. We'll let you know more as development continues.

Similar to the isometric view used in *Super Mario RPG*, *Vandal Hearts* breaks away from the traditional overhead RPG formula.



As in the action/platform genre, there is quite a bit of running and jumping required to make it through this awe-some game.



The environments are big and complex, allowing full 3D freedom of exploration.

Wild Arms Sony for PlayStation

This one looks interesting for sure—an RPG from Sony of Japan with a girl as the lead character, featuring a mix of traditional sprite-based graphics and polygonal battle scenes. With *Beyond the*

Beyond still waiting in the wings for US release, we'll surely be gauging the Japanese enjoyment of this title long before we get our hands on it, but it's nice to know, at least, that it's under development. With many believing that the PlayStation is eventually going to be THE RPG console, it's exciting to think that Sony might actually be able to contribute some great titles of its own to the mix. We'll be following this one with great interest.

Utilizing traditional sprite-based graphics to develop the story line, *Wild Arms* won't stray too far from the basic RPG formula.



If the story line matches the graphic style of this

game, we're in store for one spooky adventure.

The polygonal character designs of your party and enemies alike is sure to make for some dramatic battle scenes.



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THE BIG SHOW

Our Second Annual E³ Report

Close your eyes for just a moment. It's okay, you can trust us. Eyes closed? Good. Now try to imagine a place where a videogamer's every dream is a reality. Where the hottest new games are there for you to play, for free, months before they'll hit the store shelves. And while you're dreaming, toss in loads of free goodies, gaming tournaments, and a building full of beautiful L.A. spokesmodels. Now open your eyes — you just

missed it, fool! The whole thing really happened at the E³ show this past May at the Los Angeles Convention Center. And since you didn't have a chance to go, it's a good thing that you know cool guys like us, who were there and can tell you all about it.

As expected, Nintendo kicked major butt, thanks to the 64-bit debut of its resident plumber. But that's not to say that Sega and Sony didn't have their fair share of exciting things to display. In fact, this could very well be seen as the best videogame show in recent history, maybe ever, thanks to the overall high quality level of games. With titles like *Sonic Extreme*, *Nights*, *Crash Bandicoot* and *Wipeout XL*, the future of videogames is as bright as it's ever been! So sit back, relax, and prepare to drool over the following pages. And leave your eyes open this time!



Think we just made the whole thing up? Hey, we've got pictures! We were really there!



NINTENDO

Wednesday,
May 15, one-
o'clock on a

'It's show and tell time'

—Howard Lincoln, NOK Chairman

summy LA afternoon—

everyone who could manage an invitation to Nintendo's pre-E3 press conference stuffed themselves into a packed hall, eager to find out exactly how much Nintendo was willing to show on its 64-bit mystery machine. Would Nintendo finally go for the throat and bombard us with loads of Nintendo 64 games, or would it instead opt for the same strategy it employed at last November's Shoshinkai show in Japan, giving us one playable game and a half-dozen run-throughs on videotape? Everyone had high hopes, but everyone still had their doubts as well.

The time for guessing was finally over. The lights dimmed, a giant video screen lit up, and we were treated to the first U.S. demonstration of *Super Mario 64*. All of our doubts and questions faded away as 'bohs' and 'ahhs' echoed from an entranced audience, leaving even the most jaded reporters drooling over the graphic brilliance that danced around on-screen. At the other end of the stage, Nintendo execs Peter Main and Howard Lincoln simply smiled.

That was how E3 got off to its best start ever. There wasn't a person at the show who didn't have Mario on the

Nintendo's booth was
always stuffed to capacity.



brain, and very few who didn't feel that the game was the best at the show. In fact, many conceded to Nintendo's claim that *Super Mario 64* is the best game ever. A bold statement to be sure, but one that's backed up with an awful lot of gaming muscle. Nintendo went on to debut more N64 titles, and proceeded to lay out its strategy for industry dominance. Most of it we'd heard before, but this time, we were seeing it. And brother, seeing is believing.



Everyone got their first stateside look at the N64 and its games the day before the E3 show at Nintendo's press conference. When *Mario 64* lit up the big screen, jaws dropped.

The N64 packaging was revealed, along with a new slogan 'The Fun Machine'. Hm.

PilotWings 64

NINTENDO 64

WaveRace 64

Super Mario 64

Body Harvest



Star Fox

Cruis'n USA

Killer Instinct 64

Star Wars: Shadows of the Empire

Nintendo 64

Obviously, the biggest draw at Nintendo's booth was the highly-anticipated Nintendo 64. And while Nintendo was quick to point out key products for its other platforms as well, they weren't trying to fool anyone. Everybody came to this show to see the N64, and Nintendo thankfully obliged with ten playable titles displayed on numerous giant screens, each one sporting long lines of impatient players every day of the show.

Along with showing the games, Nintendo finally answered questions about its launch strategy and pricing. Despite both Sony and Sega lowering the price of their 32-bit consoles to \$199, the Nintendo 64 hardware is still planned to retail for \$249.95 with one controller, an AC Power Supply, and a Stereo AV cable. There are no current plans for a pack-in game, but Nintendo will most likely offer a more expensive hardware/software combo package soon after launch.

In keeping with Nintendo's 'quality over quantity' line, only 20 to 25 titles are scheduled for release by the end of '96, with 50 titles in development overall. All games will have a suggested retail price between \$49.95 - \$79.95. *Super Mario 64* (a 64 meg cart) will be priced at \$69.95, effectively pinning the total price of a N64-plus-Mario 64 package down at nearly \$320. So far the only \$49.95 game announced is *TetrisPhar*, and the only two games priced at \$79.95 are *Star Wars: Shadows of the Empire* and *Killer Instinct 2*. Everything else falls in the middle at \$69.95.

There should be around eight N64 titles at launch, including *Super Mario 64*, *PilotWings 64*, *WaveRace 64*, *Body Harvest*, *TetrisPhar*, *Star Wars: Shadows of the Empire* and *Cruis'n USA*. Titles to follow between October and December include *Bugle Boogie*, *Ken Griffey Jr.*, *Blast Corps*, *GoldenEye 007*, *Super Mario Kart R* and *Killer Instinct*. The bulk of N64 software currently in development will hit early to mid next year, and some of the newly announced titles, such as BMG's *Silicon Valley*, won't be finished for another year and a half. Other new third-party announcements include Williams' *NBA Hangtime*, *Robotron X* and *Way Code* (GT Interactive will do *Ultra Combat*, and Interplay is preparing *Ultra Descend*). There are numerous rumors surrounding other N64 projects, most of them centering around Nintendo series sequels such as *Donkey Kong*, *Metroid*, and *Kid Icarus*. At least one rumored game was confirmed however, as Mario creator Shigeru Miyamoto admitted that he is indeed working on a N64 sequel to last year's *Yoshi's Island*. Miyamoto also hinted at another Mario game, but warned us not to expect it for another year and a half at least.

As expected, Nintendo plans a major marketing blitz for N64, with a scorching \$54 million-dollar launch campaign, \$20 million of which is for media alone. Nintendo will also partner with companies such as Blockbuster Video, Kallagry USA, and Nickelodeon to promote the launch. But perhaps the most important number tossed out by Nintendo was the initial 300,000 N64 units planned to ship in the U.S. from launch to Christmas. If the machine lives up to the hype, this allotment may very well leave a large number of gamers without an N64 this year. An additional 500,000 won't hit until between January and March of '97.

So, there's the whole Nintendo 64 story in full. There were a few other bits of rumor being tossed about, but nothing substantial has been reported yet—Nintendo did admit to having an 'internet strategy' for the N64, but would not elaborate. The 64DD was not shown, and won't be until the next Shoshinkai show in Japan late this year. As for weather or not we should expect any more delays, Nintendo steadfastly stuck to its September 30 launch date. However, in a recent interview with the Nikkei Weekly, Nintendo world-wide president Hiroshi Yamauchi left the door open a little bit, saying, 'It could be September or October. But November would be too late because business in the U.S. runs on a quarterly basis.' Let's hope that Nintendo does make the September 30th date.



Super Mario 64

Nintendo (September 30)

Publicly, Sega never missed a chance to downplay Mario and his new game with a seemingly endless stream of jokes and put downs, but behind closed doors, even the blood-thirsted hedgehogs couldn't deny that the show belonged to Nintendo's plumber. At every meeting with every person at the show, the standard question "what do you like?" was always answered with a simple one-word reply — "Mario."

Of course, leading the cheers were the folks at Nintendo, who made some pretty bold, and possibly controversial, statements. Peter Main, Nintendo of America Executive

**Overall
Game of
Show**



These pictures give you an idea of how incredibly smooth this game moves. Also, take a look at the bird's talons and Mario's head — Mario's had his hat stolen! Apparently it happens a lot in this game.



Vice President of sales and marketing, tried his best to be humble: "With just one look at Super Mario 64, you see the future. If there's a way to describe it, it's magical and irresistible! There's so much for Mario to do. He's so much fun to control in this new environment, that sometimes you forget that you're playing a game." Hiroshi Yamauchi, Nintendo world-wide president, introduced Mario 64 as "The best videogame ever created." Tom Jermoluk, President of Silicon Graphics, claimed victory for the N64: "The power is here, the jump has been made, the game is wholly new." Shigeru Miyamoto, Mario's creator and the Director for Mario 64, simply said "This is the best game of the Mario series."

Super Mario 64 was presented as the new "Gold Standard" in videogaming; the perfect showcase for Nintendo 64's advanced power. Some interesting technical tidbits: at the closest camera zoom, Mario alone consists of 1,500 polygons. Having completed Mario 64, Miyamoto estimates that his game only takes advantage of about 60% of the N64's potential power. Nintendo's press materials go even further, stating that the Nintendo 64 has the power of ten Pentium chips bundled together. Well, that remains to be seen, but one thing's for sure — there is a clear difference between the N64 titles and the games for existing 32-bit systems.

Super Mario 64 also marks another first for the Mario series — Mario speaks! In

fact, the first thing that appears when you turn on the game is a full-screen polygon Mario face, that cheerfully greets you with (in the most stereotypical Italian accent) "It's a-me-a, Mario!" During the course of the game, Mario also yelps and hoots as he jumps, dodges, and takes damage. It's just enough to be cute, without (thankfully) going so far as to have Mario lose off-time wisecracks every time you touch the controller.

At first play, the game appears to be just as big and deep as you'd expect a Mario game to be. There are 25 different areas to explore, including 15 worlds and 10 special courses. The object of the game is to find the missing Power Stars (there are at least 100 of 'em).

(Left) Mario's got to stand in just the right place, or else he'll be flattened by this tumbling box. (Middle) The backgrounds seem to go on forever, without any pop-in.



NINTENDO

them. You find them by exploring the different worlds, which you access through special doors inside the Princess' castle. The more stars you collect, the more doors you'll be able to enter. There can be numerous stars hidden within a single world, so the gamer will need to enter each area numerous times, playing it a different way each visit. For example, in one of the earlier stages you can climb to the top of a mountain and defeat the Bomb King for a star. Next time, you may find that racing a Koopa Troopa to the top of the mountain will earn you a second star. Expect to uncover more secrets and hidden treats than in any Mario game ever!

As we've reported in the past, the new analog thumb-pad works great with the totally-immersive 3D world Mario lives in. A slight nudge of the stick and Mario to-toss past sleeping foes (slyly) press a little harder and he walks along at steady pace; press even further and Mario begins to jog and then run. The trigger button underneath the thumb-pad will cause Mario to stomp down and shake the ground when pressed in mid-jump and in other instances, it will make

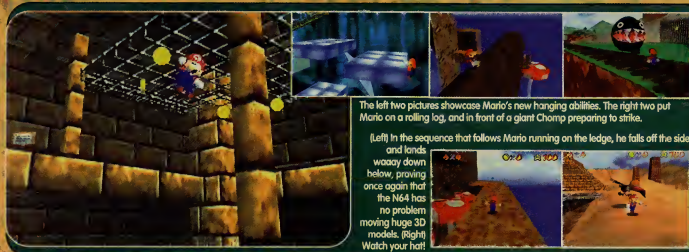
Mario slide on his stomach. Crouch and then jump, and Mario will leap into a backwards somersault, landing with arms outstretched in perfect olympic form. Other interesting Mario maneuvers include hugging the cliffside as he creeps along a ledge, hanging from the rafters, swimming, punching, flying with a special cap, "kick-jumping" off of a wall, ride a magic carpet, shoot himself out of a cannon, and he has loads of funny facial expressions. The days of just jumping on a Goomba's head are gone!

Yes, Mario is THAT good. The combination of a completely interactive but linear environment with any number of ways to maneuver and affect that environment may very well have created the first true "virtual reality" experience. Come September 30, Mario will embrace us with his glowing charm and gloved hands. We will wrap ourselves up the warm, fuzzy blanket that is Mario 64's pure, beautiful gameplay.



Mario's world is indeed a colorful one filled with wondrous variety.

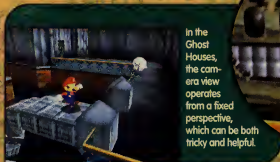
It's pictures like this one, showing Mario soaring high above, that really makes September 30th seem so far away.



The left two pictures showcase Mario's new hanging abilities. The right two put Mario on a rolling log, and in front of a giant Chomp preparing to strike.

(Left) In the sequence that follows Mario running on the ledge, he falls off the side and lands woaaay down below, proving once again that the N64 has no problem moving huge 3D models. (Right) Watch your hat!

You have to have so many stars to enter each door and that's how you get from level to level. It takes about seven stars to go up a level.



In the Ghost Houses, the camera view operates from a fixed perspective, which can be both tricky and helpful.



The central point of Mario 64 is the Princess' castle. Inside you'll find the entrances to the many worlds Mario needs to explore to find all the hidden stars for the big battle with Bowser.



Long before

there was ultra-super-duper-64-bit-polygon-video-

capture, hardware hype, **WEIRD TYPE**, point-

less game ratings, E3, ~~screaming guys~~ in ads,

ViRtUaL ReALiTy,

CLICHÉS

like "in your face"



and "it's the ultimate", 360° roto-

scope-rhetoric from *self-righteous*

reviewers, CD-this, **3D** -that, ~~MULTI-MILLION-DOLLAR~~

TV commercials tainted with

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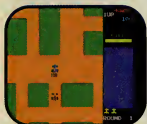
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NINTENDO

Pilot Wings

Nintendo (September 30)

Right behind Super Mario 64, our next favorite was the new *PilotWings*. Men, still pictures just do NOT do this game justice! Like pretty much all of the N64 games, the action seems to move at a much smoother rate when compared to the N64's 32-bit competition. And if that's a sign of things to come, Sega and Sony should be sweating bullets right about now.

The action closely resembles the first game, featuring much of the same events and slow-paced "lazy Sunday afternoon" gameplay. Your overall goal is to earn enough points to receive your pilot's license. You get these points by competing in the 27 different courses, using various modes of flight. The main styles of play feature the Gyrocopter, Hang Glider, and

Rocket Pack, plus special extra modes that you have to earn the right to play. These include a Sigilviving mode, in which you now must connect with other divers to form rings in the air, and a Human Cannonball event where you shoot yourself across the countryside into targets. And if you master all those categories, you're rewarded with a bonus "Birdman" outfit that allows you to simply fly around and enjoy the landscape, no strings attached.

Other new enhancements have been added as well, such as new control style created to take advantage of the N64's analog stick. Depending on how far you press the stick, you can ease your way into a turn, or bolt right into it. The four "C-Buttons" are also utilized, offering players instant access to multiple views on-the-fly. Another new gameplay element centers around taking snapshots of the landscapes while you're swooping past them. You're then graded on the quality of your photos.

It's been a long time coming, but it looks as if the sequel to *PilotWings* will be well worth the wait, and then some. While the first game introduced many of us to the idea of a totally interactive 3D world, the N64 has put enough power behind the idea to fully realize the original game's potential. If you were a fan of the first one, or even if you never got around to checking it out, don't



Wanna go joyriding around the alps, but don't wanna risk those nasty injuries? Then *PilotWing's* just the solution.

hesitate to jump on board when *PilotWings 64* hits our shores on September 30.



Okay, being at an amusement park is fun enough. Throw in a Rocket Belt and you're treading on joy in its purest form.



Diving and flying and rocketing, oh my! Okay, so that reference was a bit of a stretch. But you can only say "my God, look at the graphics" so many times.

Cruis'n USA

Nintendo (September 30)

While *Cruis'n USA* in the arcade is already beginning to look a little old, it's good to see that the Nintendo 64 doesn't even seem to break a sweat while running a version that's at least arcade-perfect, and maybe even better. Nintendo claims that this version is "smoother, faster, and more realistic than the coin-op, but at first glance there doesn't appear to be any real difference. The arcade version, despite its 'coming soon to Nintendo 64' label, didn't have a shred of the N64 technology

in it — it simply ran on a Williams 32-bit arcade board. With that in mind, the Nintendo 64 version should indeed be able

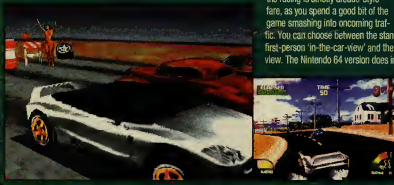
to beat the weaker coin-op, or something would be very, very wrong. Rumor has it that in this game, the key to winning is to go very, very fast. And don't crash into things.

For those of you who haven't played the coin-op, it's basically an Outrun-style cross-country race featuring 14 courses, four cars (plus hidden ones), and the racing is strictly arcade-style fare, as you spend a good bit of the game smashing into oncoming traffic. You can choose between the standard first-person "in-the-car-view" and the behind-the-car view. The Nintendo 64 version does include new options, like the ability to remove



street traffic and even competing racers from the track. You can also choose from five different difficulty levels, and go head-to-head in a new split-screen versus mode. *Cruis'n* also takes advantage of the N64's analog control stick to resemble the feel of a real steering wheel.

While *Cruis'n* may have never experienced the success or critical acclaim of other competing games, it's still a solid racer. It may not be the killer-app that Nintendo originally hoped for, but so far it's the only street racing game on the Nintendo 64, when Sony and Sega are both very strong in that area.



Yep, it's *Cruis'n*, and it looks to be every bit the perfect arcade translation.

Blast Corps. Nintendo (Oct - Dec)

While most Nintendo 64 games boast new, never-before-experienced gameplay, *Blast Corps.* (formerly known as

Blast Dozer) seems to be targeting a more tried-and-true approach — blast everything in sight, and do it as fast as you possibly can!

Although the action seems pretty straight-forward, there's an involved storyline holding it all together. A rogue missile carrier has malfunctioned, leaking radiation and barreling towards towns and cities with its deadly cargo. As a member of the *Blast Corps.*, a company of high-tech urban demolition experts, your job is to clear a path so that the missile carrier can safely pass through without colliding with anything until it reaches ground zero, where it can then safely detonate. You'll also rescue scientists, who will design bigger and better Diggers for you to drive. Other goals include raking in the insurance money for the buildings you smash and activating

Radiation Dispersal Units along the path of the missile carrier. Sounds great!

By the time the game's finished, there should be around 60 levels, including bonus stages where you'll get to use special vehicles. Some of the different Diggers include: the Skyfall buggie (all its armor is on its bottom, so you have to jump on a building to crush it), and the Thunderlist (a big robot that rolls into stuff). All of them are great for making a big mess.

While *Blast Corps.* wasn't as exciting as some of the other N64 titles, it still showed-off a good number of hardware tricks, such as the reflective metallic surface texture used on the Backlash and Thunderlist. The action is fast-paced and the game looks really cool — let's just hope that there's enough gameplay in the smashing to hold our attention.

See all those beautiful graphics? It's your job to smash 'em. Grind 'em into the ground. And then collect the insurance money. Sound cruel? Well, there's something in there about saving the world from radiation or something, so don't worry.



Forget these other cars. I wanna drive the school bus! Yep, all those great hidden cars will be included in the N64 version as well, plus a few more new features.

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NINTENDO

Star Wars: Shadows of the Empire Nintendo (September 30)

Throughout the show, the only Nintendo 64 game that stayed as busy as Mario was *Star Wars: Shadows of the Empire*. Everybody loves *Star Wars*, and this game has been hyped more than any other N64 title. While it seemed to get a good enough buzz at the show, we weren't quite as confident.

I guess it all started when the game was first introduced to us at Nintendo's pre-E3 press conference. It was sandwiched in between the *Super Mario 64* and *PilotWings 64* demos, which could only make a less-than-stellar game look even worse. Don't get me wrong — the game looked good, and we certainly didn't have enough gameplay time to

get a fair impression, but when you see it running beside the other big N64 titles, it's the only one that lacks that initial "wow, you can't do that on 32-bit" punch that you get when you see the other games.

Okay, enough of the down side. Like I said, it may not have blown us away, but the game still looked good. The sound effects and background music were movie-perfect. If you closed your eyes, you'd swear you were in the theater! The player controls a new character in the *Star Wars* universe, Dash Rendar — Luke Skywalker's bodyguard. You and Dash have got your hands full, as you're going up against the Empire, as well as a mysterious new enemy known as the Black Sun. Each level features a variety of action scenarios, from first-person "Doom-esque" sequences to a Snowspeed assault on the massive Imperial Walkers, set in wild areas like galactic cities and underground sewers. And, of course, there's plenty of spaceship shoot-outs for trigger-happy Rebel pilots!



These tie-fighters look cool, but what I really wanna see is the jump to light-speed. I'm sure the N64 can handle it.

As with most of the N64 games, you can choose between multiple views.



The first thing that everybody does when they get their hands on *Star Wars: SDE* is try to fly a snowspeeder straight through the legs of a walking AT-AT, because it looked so damn cool in the movie. Too bad no one's made it yet.

We're reserving judgement on this one for now, but no matter what the final outcome — good or amazing — you can bet *Star Wars* junkies are gonna be lining up to play this one on their Nintendo 64s. If LucasArts can successfully blend together all those different modes of gameplay into one smooth, cohesive cart (a task a lot trickier than it sounds), then we could still have an excellent game to look forward to.

This snowtrooper looks pretty good with really smooth textures, but notice that he's made up of only a few polygons. Don't be stingy now, Nintendo...



WaveRace 64 Nintendo (September 30)

This one has changed a lot since we got our first peek back at the Shoshinkai show last November. Originally, the game was intended to use race boats in an enclosed course, but all that's been traded for jet ski racers in a wide-open course. The only reason we were given for the change was that Nintendo liked the way that the new jet ski



Yeah, I'll admit this guy looks pretty goofy in this picture, but wait 'til you see him move!

Racers could show off smooth motion-captured movements. Oh, well — we were excited about the

original, but we're just as pumped after playing the newer version at E3.

The REALLY cool feature about *WaveRace 64* — the way that other racers' wakes bump and throw you — is still wholly intact. In fact, the real-world physics are done so well, you'll swear that you're really zipping along the water. For example, not only does the control feel like you're actually racing on water, but if you try to pull a crazy maneuver that can't be done in real life, you'll get thrown off your jet ski and into the drink! Push the nose of your jet ski down before hitting the gas, and you'll duck down for a powerful underwater start. It's this amazing level of realism that's sure to make *WaveRace 64* an early N64 hit.

You can race by yourself or with another player (split-screen) in the Tour, Time Attack, or Slurp modes on multiple courses with a choice of machines and riders to choose from. You can also set the waves to be extra rough for some real



The two-player split screen mode may not be as cool as two machine link-up compatibility, but is more practical.

rough 'n' tumble action! The game feels great, focusing on two simple controls: throttle and steering. Like most of the other N64 titles, your speed and degree of turning are decided by how far you push the analog stick. This only adds to the realistic feel and overall enjoyment of the game. Looks good!



Ahh, a sunny day at the beach and all the jet ski's you can smash. Now that's my kind of vacation.

Mortal Kombat Trilogy

Williams (no date available)

Oh, you *Mortal Kombat* fans are gonna love this. In your wildest MK dreams, did you ever imagine that you would ever see all three *Mortal Kombat*s... plus *Ultimate MK3*, packed into one Nintendo 64 cartridge? Wait, don't lose your composure yet, it gets better — not only are they all on one cart, but they're all part of a new,

enhanced version of *Kombat* that allows you to play any character against any character, no matter what version they're originally from! And yes, you can even play as the boss characters and hidden characters! And there are new characters, too! It is the stuff of legend.

Actually, I kind of lied — one character is missing. At the time of the show, Johnny Cage had been omitted because the actor who originally played him wanted to much dough. It makes no sense to me why they can't just use Cage's old graphics (like they did for just about everyone else anyway), but hey, go figure. Maybe Williams will find a way to fix it before release. On the other hand, there are more *Kombat* Kodes, two-player and even four-player modes, and because



it's on cartridge, there's no loading time required for Shang Tsung's morphs (and it looks like he'll have a lot of 'em)! Add to that four Towers of Challenge and new moves including more fatalities and babalties, and you're in *Mortal Kombat Heaven*!

Right now the graphics are being tweaked slightly, adding slight N64 touches here and there, but don't expect an extreme graphic overhaul. No firm release date was announced, but what we had seen looked pretty complete, and they just started working on it a few weeks ago. Oh, and don't worry about Nintendo's past problems with blood 'n' gore — we have Williams' word that this version will be completely uncensored. Just wait until you pull up the selection screen and see 26 kombatanants and 27 backgrounds... the horror!

Can you say 'fast, arcade-superior gameplay'? How about 'no Shang-Tsung morph lagtime'? The 2D fighter is still superior on cartridge.

SELECT YOUR FIGHTER



Just look at all those characters... that's like, a zillion fatalities if you add 'em all up.



Wayne Gretzkey Hockey

Williams (no date available)

As the only real sports title at the show, there was a lot of pressure on *Wayne Gretzkey Hockey* to deliver. And while the game seemed to play fast and the graphics looked good, it looks like early Nintendo 64 owners will have to wait a little longer for their first full sports simulation.

To start with, the version at the show only allowed for three-on-three play, however, a full five-on-five mode is said to be in the works for the final version. There was no NHL license, but there did appear to be real players, at least on the teams

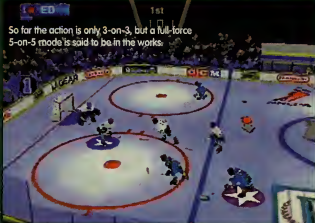


that we saw. Because the game isn't endorsed by the NHL, the developers

have been able to include fight modes, which is always a good thing. The action is smooth and fast, and the game works with either the analog stick or the traditional Nintendo cross-pad. The graphics, while good-looking, appear to be a bit on the 'cheerful' side, featuring bright pastel colors and a trail of bright light that follows the puck on slap shots.

We didn't play nearly enough of this game to begin to decide how much we liked it, but at least one thing seems clear from the outset — if you're more into the arcade-style sports games, you'll probably get more from *Gretzkey*. As

So far the action is only 3-on-3, but a full-force 5-on-5 mode is said to be in the works.



this game continues to be updated, we'll be sure to let you know if anything changes.



Since there's no NHL license (so far), the developers don't have anything preventing them from including a fighting mode. It's about time — I mean, if you've got a sport where it's okay to fight in real life, why is it so bad to accurately represent that in a videogame? Politics, I tell ya.

NINTENDO

Killer Instinct 64

Nintendo (Oct - Dec)

That's right, you can finally look forward to playing an arcade-perfect version of the 'original' next-generation Nintendo game at home! While the working title switches between *Killer Instinct 2* and *Killer Instinct 64*, depending on who you talk to, *KI* fans are guaranteed to get new features with what's being called the ultimate version of *Killer Instinct*.

The main difference is in the new 3D backgrounds, which look extremely smooth running at a whopping 60 frames per second, in contrast to most other N64 games which run at 30 fps. The camera angle takes advantage of the new backgrounds by zooming around the action during certain moves and combos. Most of the characters from *KI 2* will return, plus a few new ones. You can also expect some other new features, although they haven't been pinned down yet. The overall gameplay mechanics are also being fine-tuned to tweak out some of the rough spots discovered in previous versions.

If you're a fan of the *Killer Instinct* series, then this one's a no-brainer. You've got to have it. And if you're like some of us here at **GAME PLAYERS** who haven't

yet been bitten by the *Killer Instinct* bug, then maybe a nice coat of Nintendo 64 gloss will be enough to warrant a second look.



'Hey baby, what say me and you bury the hatchet and go catch a flick? No? Then PREPARE TO MEET THY DOOM AT THE HANDS OF JAGO THE WOMANSLAYER!

Expect all that 2D rendered action you know and love, but with wacky 3D backgrounds that pan and zoom! Now yer playin' with 64-bit power! (I'm sorry, did that sound sarcastic?)

Right now Nintendo can't seem to make up its mind on the exact title. Its press materials randomly traded-off between *KI 64* and *KI 2*.



Turok: Dinosaur Hunter

Acclaim (date not available)

Although early screens and videotape of this one have been around for awhile now, E3 gave the industry its first opportunity to actually play *Turok*. While the game seemed to play fairly smooth, our initial reaction was mixed.

First, the bad news. The only backgrounds shown all look identical, repeating the exact same 'foggy jungle' look



See that guy swingin' the axe? You can shoot him with your bow.

over and over. And the fog effect itself is way too close, severely limiting your vision.

The action moves smooth to a few steps in front of you, and fast enough, but doesn't really seem to offer anything above or beyond a thousand other first-person shooters. All the *Turok* license seems to mean is that you play *Doom* with a bow and arrow, and you get to shoot dinosaurs.

There's nothing necessarily wrong with a less-than-original game if it still plays well and offers an exciting gaming experience. The jury's still out on the final verdict until we see a more complete version, but it was a blast mindlessly blowing dinos up, if nothing else. We did hear about one interesting new feature — depending on your situation, hidden rooms and areas will appear and disappear. For example, if you're low on health, a secret room with a health-up item might suddenly appear close by. This sounds like an OK idea, but this kind of thing always seems to present problems. What if the player decides to simply play badly in order to be rewarded with bonus goodies? Thankfully, the developers have thought of this too, and they're working on the problem.

Finally, a polygon dinosaur that you can actually interact with!



Look out, Space Ghost! Zorak is up to his old tricks again, and this time he's not taking any of your crap!

Let's hope that everything falls into place for *Turok*, because Acclaim is going to have a big part in developing N64 software down the road. One nagging thought — after the company's success with *Alien Trilogy* on the PlayStation, it looks as though the 3D first-person shooter may become the next 'cookie-cutter' outlet for Acclaim's licenses, having finally used every single movie and comic-book character on the planet in a side-scrolling platform game. (Guess we'll have to wait for their next title to see for sure.)

More Nintendo 64 Titles

(not on display at the show)

GoldenEye 007

- First impression — Doom with Bond?
- Developed by Rare, the people who did *Killer Instinct* and *Donkey Kong Country*.
- Expect the classic Bond theme to be used.
- Chase scenes are promised — Bond drives a tank, and there's a helicopter, too...
- The action is supposed to be more realistic than in other first-person shooters. You can't heal, instead, each hit reduces your body armor. Also, you can only jack about two weapons at a time.
- Bond can fire up, down, and all around at any angle. You can also maneuver in new ways. You can kneel, climb ladders, and move at a variable rate of speed, thanks to the analog stick — the faster you go, the louder your footsteps, and the less sneaky you are.
- 12-plus levels. Look for hidden bonus areas as well, featuring villains from Bond's past movie exploits.
- Great-looking and smooth-moving graphics, but maybe a little slow...? Sweet.
- Look for a high level of authenticity — actors from the movie were digitized and their likenesses wrapped onto polygon characters. The actual blueprints from the movie sets were also used to help build the game's levels.
- **WHAT TO EXPECT:** Another decent *Doom* re-hash, with a few cool new details thrown in to mix up the action just a bit.



Really cool graphics, but we've seen enough *Doom* clones to make us puke. Will *007* have enough innovations to win us over?

Buggie Boogie

- You can build and renovate your own buggie, adapting it to your needs as you do battle in 3D environments.
- In the only demos shown so far, the player seems to just trundle along the battlefield with no clear goal.
- The graphics are actually kind of dark for a game with such a bubbly, happy title.
- **WHAT TO EXPECT:** Still way too early to tell. Expect more info soon.



I see a buggie, but I don't see any buggie-ing. Hmmmm...

Body Harvest

- You're a Survivor of an alien invasion named Adam Drake, and it's your job to go back through time to stop aliens who want to use the human race as a food supply (yuck).
- Tons and tons and TONS of different vehicles to drive — more than 130 vehicles overall, from World War I-era biplanes to futuristic tanks and jets.
- You must destroy aliens and rescue surviving humans.
- The stages take place at sites all across the globe at numerous different time periods, before taking the fight straight to the aliens' home world for the final battle.



'Nobody steps on a church in my town! light 'em up, boys!'

- **WHAT TO EXPECT:** The line on this one is that it plays much better than it looks. Nobody's had a chance to play it yet, but we're betting that simply jumping in and out of planes and tanks could be enough to win us over.

When ferryboat rides go horribly wrong, cool gameplay ensues.



Super Mario Kart R

- In Nintendo's press materials, *SMKR* is included in Nintendo's 'Sports' lineup — what a joke!
- The game's play modes appear to be the same as before: Grand Prix, Time Attack, and VS Match, but now four players can race against each other simultaneously!
- With new 3D backgrounds, the tracks have been given lots of hills and depth, as opposed to the strictly flat courses in the original *Mario Kart* on Super NES.
- At the Shoheiho show last November, Nintendo Prez Yamouchi predicted that this game will be one of the N64's best titles at showcasing the machine's power, but... we don't see it. In the demos we saw, the levels look rather simple and bland, not at all like the bright, theme-park worlds of the first game. The horizon 'fog' also seems a bit too close — can't the N64 show more of the track ahead?
- The new four-player mode is sure to be awesome, using a special high-resolution mode to ensure that each player's corner of the screen is perfectly crisp and raceable.
- **WHAT TO EXPECT:** In the end, expect the same great action as in the original classic, but with fancier 3D tracks and four-player action.



This time Wario's on board, so you can expect some down and dirty racing! The split-screen is cool, too.



Bowser's gaining. Mario! Drop a shell, DROP A SH — oops! Kind of got carried away there with flashbacks of all the great action from the original.

Doom 64

- It's *Doom* again — now with anti-aliasing! Yee-haw!
- The enemies are still flat, 2D sprites pasted into a 3D world. They don't look as bad close-up as in previous versions of *Doom*, but they still pike. What's wrong with polygons?
- Unlike most of the previous versions, ID handed this one over to Williams to develop.
- 20-plus original levels, with new-look areas like an Egyptian motif.
- You can vary your foot speed with the analog stick.
- **WHAT TO EXPECT:** The slickest graphics of the series so far, with lots more hidden stuff, lots more of everything. It's 'More *Doom*'.



Hey, it's *Doom*! Only this time, there are different textures and monsters that aren't as pixel-y! How does this guy keep getting himself into these situations, anyway?

NINTENDO

More Nintendo 64 Titles

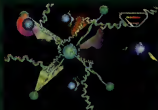
(not on display)

Star Fox 64

- Fox McCloud and his pals are back again, this time going up against a ruthless bounty hunter named Star Wolf. Regular **GAMEPLAYERS** readers know just how much we love of Slippy the frog, and he's back as well — in full polygon glory, no less!
- The ships moved REALLY smooth, and looked way cool swooping and spinning around, but the stages appeared a bit flat — not many colors or eye-grabbing details, and that annoying white fog always looms not too far in the distance.
- You can also attack on the ground this time, with new land-based vehicles.
- Rumor has it that this project started from the ashes of the cancelled *Star Fox 2* game, which was originally planned for the Super NES. Let's hope they took enough time beefing it up to 64-bit form.
- Expect multiple views. Also, the camera seems to swing around depending on the action taking place.
- **WHAT TO EXPECT:** It's from Nintendo, so it's a good bet that the gameplay will be solid. But so far, all we've seen is a better-looking version of the original — where's the real upgrade?



So far the action seems to be on a forced forward-scrolling track just like the first *Star Fox*, but we're hopeful that you'll be able to explore in full 3D.



Zaw-wiet Exploding electrical bolts of energy, or something, in space.



The ships and backgrounds move incredibly smooth, but the levels seem to be missing that certain "extra" something to give it personality.



You should really see this behemoth in motion — he's absolutely enormous!

We haven't played the new version yet, but it's four-player, so it could be cool!



Kirby's Air Ride

- Done by HAL in Japan, it's a kind of young-looking "racing/sports" title.
- It was originally called *Kirby Bowl* when it debuted at Shoshinkai.
- The game's main focus seems to be on multi-player action, with lots of different split-screen and even four-player race and battle modes.
- Players ride air boards over courses featuring moguls, hills, steep climbs and bottomless drops. Lots of maneuvers to pull off.
- Modes: Time Trial, Championship, Freestyle and Practice. The game can also generate random courses for different racing experiences every time you play.
- **WHAT TO EXPECT:** One of the bottom N64 titles. A cutey, kiddie game that may play well, but won't send people out to buy a N64, at least not in the US, anyway.

I know that the graphics look awfully cute, but remember that Nintendo's known for great gameplay...



Mission Impossible

- Not much is known about this title. Ocean's developing it, and it's based on the recent film, not the TV show.
- A high level of character interaction is at the heart of this game. You sneak into places to carry out your mission objectives, and you've got to play it cool or you'll blow your cover. For example, if you don the disguise of a guard, but then bolt for the door while shooting away, the other guards will notice something very wrong with you and probably fill you full of holes.
- **WHAT TO EXPECT:** Ocean promises lots of action, but the interesting thing about *Mission* are the sneaky parts. If the developers can come through on their promise to create realistic, responsive 3D environments and people, then we may just see the first real step towards a true real-life virtual reality simulation.



These screens are from demos of a very early version of the game, but they show plenty of action to go with all that espionage stuff.



Take a look at that tracer fire — is Tom Cruise being chased by Stormtroopers? Hey, if it happens, remember you heard it here first.

More Nintendo 64 Titles

(not on display)

Creator

- This title looked very interesting when it was originally shown at Shoshinkai, but Nintendo didn't utter a peep about it at E3. It seems like they're trying to hide this one for some reason.
- What we do know is that the gameplay focuses on a sim/creation aspect with a way-cool looking T-Rex in the demo.
- WHAT TO EXPECT: Just too early to tell. Stay posted.



The only visuals we've seen on this one date back to Shoshinkai, but it sure looks cool. We're just suckers for dinos.

Last-Minute N64 Additions:

A good number of other Nintendo 64 titles were tossed about at the show, without any solid pictures or info to back them up. In addition to Wayne Gretzky, FIFA 97 and Ken Griffey Jr. Baseball were the only other real sports games announced (unless you want to count goofy half-sport titles like *Monster Dunk* and *Mario Kart RI*). Practically nothing was said about Virgin's *Franky Boy*, GT Interactive's *Ultra Combat* and B&B's *Silicon Valley*, other than we wouldn't be seeing them for a good while. Williams plans N64 ports of most of its current arcade games, including *Robotron X*, *War Gods*, and *NBA Hang Time*. Interplay is prepping *Ultra Descant*, and even though nothing was shown on Nintendo's *Tetrisphere*, it's supposedly one of the first games scheduled to release.

Other than Nintendo's "official" announcements, the biggest bombshells came from Shigeru Miyamoto himself during a press interview. He admitted that the rumors about a Nintendo 64 Yoshi game are indeed true, and that he was already forming ideas for the forthcoming sequel to Super Mario 64. And in a pre-E3 on-line chat forum, Miyamoto hinted at another hot sequel, saying "Someday in the future, you will be able to play F-Zero on N64, but I can't tell you when. It will at least be after you play Super Mario Kart." Of course, there were plenty of other wild rumors buzzing around about games like *Metroid 64*, *Kid Icarus 64*, *Donkey Kong Country 64*, and just about any other Nintendo game ever made with a '64' added on. We haven't been able to confirm any of these though, so we'll just have to wait and see.

Super NES

Face it — no one went to Nintendo's booth to play Super NES games. Nothing was going to stand out in the massive shadow of the Nintendo 64 launch. Having said that, the old Super NES still hid some pretty impressive titles to show. Along with recently released games like *Ken Griffey Jr. Baseball* and *Super Mario RPG*, Nintendo showed Kirby Super Star and *Tetris Attack* (both due out September 3), along with what has become the standard Super NES Christmas cash-out (three years running), a new *Donkey Kong Country* game (due November 14).

Nintendo also announced its new "Player's Choice" line of games — Super NES "classics" that are being re-packaged and re-released for newer Super NES players. Nothing to get too excited



Game Boy

By all rights, the Game Boy should be dead by now. Who could've predicted that its tiny, black and white screen would last eight years-plus? Since its introduction

in 1989, Game Boy has sold more than 48 million handheld systems and about 218 million pieces of software. In comparison, Game Boy sold 2.1 million units in Nintendo's last fiscal year — more than twice as many units as PlayStation or Saturn. We'll be lucky if any of these new next-generation video game systems reach even a quarter of Game Boy's overall installed base by the time they're through.

Following last year's colored Game Boys, the big news

about, but it'll still be cool to see games like *Sim City* and *Super Mario All-Stars* back on the shelves. This also presents an excellent opportunity to hype upcoming Nintendo 64 sequels by putting the original 16-bit titles back out there. Such is the case with the original Mario Kart.

Nintendo still sells points to the 16-bit market as its bread and butter for '96, forecasting total retail sales of this fiscal year (ending March 31, 1997) at \$776 million for the Super NES, compared to \$445 million for the Nintendo 64. Nintendo goes on to predict that at year's end they will still dominate its competitors, combining Nintendo products to amass a 42% share of the industry, compared to Sega and Sony's predicted 31% and 24%, respectively. While some may find it hard to believe that people would still be interested in 16-bit, you can't argue with hard proof. Despite the more exciting releases of 32-bit platforms last year, Nintendo still raked in the bigger bucks, thanks to mega-hit Super NES games like *Killer Instinct*, *Yoshi's Island* and *Donkey Kong Country 2*. And as long as people are willing to buy games for their Super NES, Nintendo will keep putting new titles on the shelf.

Virtual Boy

Despite Nintendo's promise of a "re-dedication" and "re-launch" of the said, said Virtual Boy, only two new games were shown at E3. Both are from Nintendo, with not a single new third-party title in sight. In fact, many developers backed off shelved Virtual Boy titles that were stopped in mid-production and will most likely never see the light of day. The two new games, *Dragon Hopper* and *Sound Hiss*, both release in August.

The closest thing to excitement at Nintendo's Virtual Boy area centered around a reduced suggested retail price, dropping the unit down to \$99.95, with games falling to within the \$29.95 — \$39.95 range. An expected move but still a smart one, even if only to clear out existing inventory.

The bottom line — don't expect to see Virtual Boy at next year's E3. With Nintendo 64, Super NES, Game Boy Pocket and the upcoming Atlantis color hand-held, Nintendo has plenty enough to concentrate on. The company didn't even say Virtual Boy once the entire show, and in the official company projections, its last-lucker sales figures were hidden under the "other" category, so as not to name names. Still, collectors may want to take advantage of the low-cost stock while it lasts — a Nintendo failure is a rare thing indeed.

TOP SECRET: Project Atlantis

Just in case you haven't heard already, Project Atlantis is the codename for Nintendo's new 32-bit color hand-held. While it wasn't shown on the show floor and no official word has been given on the project, Nintendo was pushed to concede that it is indeed a reality after rumors leaked onto the Internet.

The hardware is being developed by a company called Advanced RSC Machines, which is based in Cambridge, England. You may remember the company for its ARM 640 technology, which was used in the 300 Multiplayer and the Apple Newton. Atlantis is based around the company's new StrongARM 110 chip, which will run a color machine with an amazing 30 hour battery life. The hand-held will feature a true by two inch screen and, despite early rumors about Super NES compatibility, is not currently planned to work with software for any other existing platform.

Development kits have been sent out to selected third-parties under strict nondisclosure agreements, but don't look for this one to hit until mid next year at the earliest — with the impending release of the N64, Nintendo simply has too much else to focus on until then.

for the hand-held this year was yet another cosmetic face-lift. This time, however, Nintendo's doing more than simply painting the case. They're shrinking it too, by an average 30%. This new Game Boy "Pocket" is dressed in matte silver casing with grey buttons, and features a better-quality LCD screen that cuts down on the notorious "ghosting" effect. It will be powered by two AAA batteries, delivering approximately 10 hours of gameplay, and will come packaged in a transparent jewel case. It plays all existing Game Boy titles (around 456 games). Game Boy Pocket will hit with a suggested retail price of \$59.95 on September 3 (it releases in Japan on July 21).

Nintendo's premier Game Boy line-up for '96 features Kirby's Black Ball (out, *Donkey Kong Land 2*, *Diddy's Kong Quest* (July), and *Tetris Attack* (September)). While these games are sure to be good titles (especially the incredibly addictive *Tetris Attack*), it's only a matter of time before the Game Boy format finally loses its steam, with new games and a technology that just keeps looking older and older. Nintendo knows this, and that's why they're working on their 32-bit color hand-held, codenamed Atlantis. At least, that's the rumor, anyway. Bottom line: expect Atlantis to eventually join with Nintendo 64 to update Nintendo's traditional console/hand-held combination, after the short-term excitement over Game Boy Pocket helps to clear out old software stock.

Name : CHOMP!
 Fuel type : Gummi Savers!
 Known enemies : Snakes, spiders, dentists
 Weapons : Sharp teeth, slurpy tongue,
 Gummi-loogies
 Mission : To pig out. Or die trying.



Get CHOMP! The Video Game, FREE*.



Just surf on over to the new GamePlayers Internet site at <http://www.gameplayers.com> to download CHOMP! The Video Game.

Or follow the snail mail instructions below. CHOMP! One lean, mean biting machine. From Gummi Savers, a mouthful of squishy, fruity fun.

To receive your free Gummi Savers CHOMP! CD-ROM Video Game, send:

1. 3 proofs of purchase (UPCs) from any size Gummi Savers package.
2. A check for \$2.50 S/H made payable to Gummi Savers/CHOMP!
3. This completed Official Gummi Savers/CHOMP! Offer Form to: Gummi Savers/CHOMP! Offer, PO Box 5785, Unionville, CT 06087-5785.

NAME _____ DOB _____
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SONY E3 BIG CRASHED AT ALL!

The Sony PlayStation billboard outside of the convention center read "It's not the second generation. It's the second coming." Beyond the fact that all of

Sony is now going straight to hell for the crime of corporate

blasphemy, the show carried on without any major acts of God. While highlights such as *Crash Bandicoot* and everything *Psygnosis* on the floor helped you forget about mild disappointments like *Jet Moto* and *Twisted Metal 2*, overall Sony's show was best described as predictably solid.

Situated just next to Sega's booth in the South Hall (the big hall), Sony came to the show as a major player and, with the most Sony monitors, topped-off with the enormous wall of monitors used to display big titles like *Crash Bandicoot*, *Twisted Metal 2* and *MLB Pennant Race*. Also at the crest of the Sony Booth was the sports bar, an isolated second floor with nothing but sports game kiosks, sports and various sports celebrities playing the games and signing autographs. The Sony booth was also a great place to get in on some great videogame competitions. Sony was

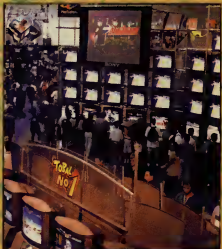
into giving away prizes, from 2 *X-Treme* (the sequel to ESPN *X-Treme* games) to *Crash Bandicoot*.

Perhaps the most intriguing item displayed in the Sony booth was the new PlayStation development kit for videogame hobbyists. While the machine is due for release in Japan only, the

concept of a low-cost development kit for the PlayStation (junior level though it may be) is sure to be one of interest to many American gamers. Conspicuously tucked-away in an all but hidden corner of the booth, the new black PlayStation is evidently still a mystery to most folks at Sony of America, as the only description of the machine came from a single fact-sheet bundled with the unit inside a glass case. Look for specs on the machine as well as plans for US release as soon as they're made available.

Finally and most importantly, Sony made the surprise announcement of the show with a price drop of \$100 to a new retail price of \$199. Though they were denying plans of dropping the price of the PlayStation until the day before the show, the first morning of the show found the floor buzzing with news of a truly mass-market price for the hardware unit. Ultimately, what was most surprising about the announcement was not that they had dropped the price. After all, Sega had already dropped the price of the Saturn to \$249, but most expected them only to match Sega's effort, not beat it by \$50. Consequently, the following day saw Sega drop the price of the Saturn an additional \$50 to match Sony at \$199. Good news for the consumer!

Overall, Sony was a strong force at the show and it seemed like just about every third-party developer at the show had something cooking for the PlayStation. From shooters to RPGs. If it's a game, you can probably get it on the PlayStation. It almost seems a shame, however, that outside of a few truly awesome titles from the likes of Sony first-party, *Psygnosis*, and *Electronic Arts*, there weren't as many stand-out titles as we'd hoped for. Without question though, the second half of the year is going to offer PlayStation gamers tons of solid choices in every genre imaginable, even if it isn't exactly the "second coming" of gaming.



Sony's mega-monitor setup offered plenty of gaming excitement for everybody at the E3 show. Let the games begin!



Also Shown AT E3

Aeon Flux — Viacom
 Battle Arena Toshinden 2 — Playmates
 Burning Road — Playmates
 Bust A Move 2 — Acclaim
 Dark Rift — Vic Tokai
 Dragon Heart — Acclaim
 Gameheads — Rocket Science
 Hard Boiled — GTO Interactive
 Iron Man / X-O Manowar — Acclaim
 Magic The Gathering — Acclaim
 Monster Truck Rally — Psygnosis
 MTV's Slingscope — Viacom
 NBA Jam Extreme — Acclaim
 Powerslave — Playmates
 Red Asphalt — Interplay
 Revelations — Atlas
 Rocket Jockeys — Rocket Science
 Ted Shred — IBM
 The Crow — Acclaim
 Nanotek Warriors — Virgin
 Werewolf: The Apocalypse — Capcom
 Project: Homed Owl — Sony
 Bogey Dead 6 — Sony
 VMX Racing — Playmates
 Tabal No.1 — Sony
 Street Fighter Alpha 2 — Capcom
 Marvel Super Heroes — Capcom
 Beyond The Beyond — Sony

SONY

CRASH
BANDICOOT**Crash Bandicoot**
Sony (September)**PlayStation
Game of
Show**

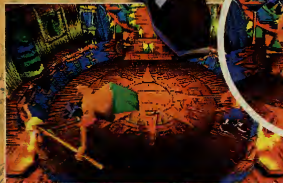
Sony's big gun for the second half of '96 is a bandicoot named Crash and gamers indeed have something to be excited over. Best described as a 3D platformer, *Crash Bandicoot* takes everything great about side-scrolling action games and adds a dimensional twist. Not quite offering the 3D freedom as many were hoping for, *Crash*'s path-oriented, but for all the right reasons.

The goal was to create a

fast-moving action game with lush textures, lots of hidden stuff and fun play mechanics. From what Sony was showing of *Crash* on the floor—I think they've done it.

Crash Bandicoot is a title that will forever be compared with the likes of *Mario* and *Sonic* and, though none of the next generation mascot games are very similar in gameplay or even in structure, there is little doubt that *Crash* will be able to hold its own against the other more established action heroes. *PlayStation* owners will not feel cheated. What's best about *Crash* is that it was developed with the strengths of the *PlayStation* in mind. For example, the massive number of textures are easily handled by the system's CD format. The polygonal environments are easily manipulated by the *PlayStation*'s sophisticated 3D capabilities. All this adds to the immersive quality of what is often 2D gameplay.

At what is still the beginning of the 32-bit revolution in gaming, *Crash Bandicoot* is being offered as a model for 3D action gaming and an impressive one at that. In the end, which system's 3D action game prevails will probably be a matter of taste rather than quality. Whatever happens in the next few months of videogaming warfare, it's certain that *Crash* is going to be right in the middle of it all.

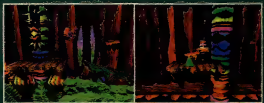


Each boss character offers a completely different challenge.



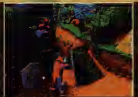
Since each boss is completely different, there are no easy boss strategies to master that will carry you through the game.

The side-scrolling sequences maintain certain 3D elements of gameplay, though your 2D gaming experience is all you'll really need to be successful.





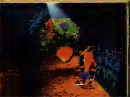
Crash's patented spin move comes in handy on more than one occasion.



Simple puzzle elements help to spice-up the gameplay.



If Crash manages to destroy all the crates, he gets a special 'Perfect' bonus.



Advanced lighting techniques add to the overall effect of quality.



The boulder levels are what fast-paced gaming is all about.

With a complete 3D map of the world, Crash's adventures are just waiting to begin.



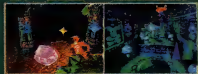
Graphically, the water level is especially gratifying.



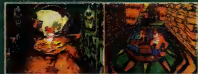
Crash is punished for missing boxes by smashing them over his head.



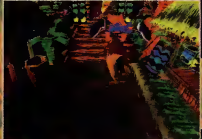
Bonus items often lead to secret rooms and bonus items.



In the end, if Crash doesn't have attitude, he doesn't have anything. I think he'll be just fine.



There's no mine cart level, but hopefully the Hog Riding levels will do.



Some levels require movement in all different directions, as opposed to the more rigid side or forward-scrolling levels.



SONY

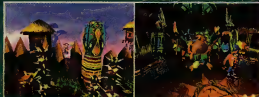


No, that isn't Crash in drag, it's, um... I'm not sure what she is. But I do know that she'll save your game, if you can find her.

The bright, pastel graphics help to build a unique and interesting world for Crash to fool around in.

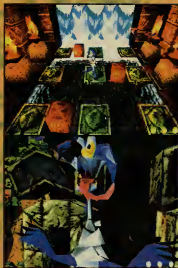


Grab three of these goofy icons and you get whisked away to the Bonus Stage, where you'll be given the chance to save your game to a memory card.

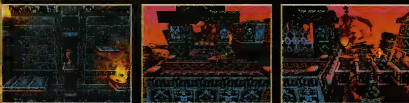


Just look at this gorgeous watercolor—it's enough to send even the most devoted Sega and Nintendo loyalists scrambling for a PlayStation! As you walk up this fallen log, the camera swings upwards, showcasing the game's true 3D graphics.

This boss is totally nuts. He hops around from platform to platform, daring you to blast him with dynamite. When you do, his laugh is hysterical.



Even in the more traditional side-scrolling stages, the action is still done in 3D, since moving into and out of the screen is an integral part of success.



These shots are taken from the second island. In the early version we played, there were three islands in all, which seems like plenty of challenge in the time we've had to play.



Although the 3D perspectives might seem a little tricky to get down, it's surprisingly easy to maneuver with a good deal of accuracy.

Wipeout XL

Psygnosis (November/December)

Outside of the fact that *Wipeout XL* was all but buried at the Psygnosis booth, there is little doubt that this was definitely the most impressive PlayStation game at the show. From the jaw-dropping graphics to the air-tight control, *Wipeout XL* is the first true second generation game for the PlayStation and what a game it is! Keeping in mind the impact the original *Wipeout* made, *Wipeout XL* is going to make people reconsider the boundaries of the hardware. In creating a great sequel, there are a few things to consider, and Psygnosis nailed them all in *Wipeout XL*. The most important aspect is to recapture the spirit of the original game. This is especially important in a game as revolutionary as *Wipeout*. Secondly, it's important to build on all the strengths of the original. For example, *Wipeout* was considered by most to be a pretty fast game. Compared to the top speed of *Wipeout*, the sequel is in a whole new class. Finally, it's essential that all the trouble spots identified in the original are rectified. One such problem in *Wipeout*, for example, was the steep learning curve. *Wipeout XL*, therefore, has offered a new slower speed class to allow new players a chance to get the feel of the game. All in all, *Wipeout XL* WILL be one of the best games of the year.



New features, like a blue jet stream and lots of active backgrounds, really make the entire environment come to life.

By offering several different racing classes this time around, *Wipeout XL* truly is a title for all different experience levels.

Awesome new weapons

make playing *Wipeout XL* an even more exciting experience than the first.

This time around, the action moves even faster in the most competitive classes.

Jumping Flash 2

Sony (August)

Ah, what can we say about

Jumping Flash 2? Still one of the best games coming for the PlayStation. JF2 expands upon everything that was done so well in the original and once again treats the gamer to a totally unique gameplay experience. Our greatest fear is not that JF2 won't be a top-selling game — it's great, but gamers simply won't understand this game because of its cutesy graphics and heavy Japanese influence. A final fear is that Sony will treat *Jumping Flash 2* with the same kind of mediocre support given to the original. Considering the fact that this game is absolutely one of the best on the system, it will be a shame to watch another luke-warm performance on the sales front.



Robbitt's back with a vengeance and all the weapons from the first game.

Still the biggest thrill of the game is making a pin-point jump from one mile-high platform to the next.

Andretti Racing

Electronic Arts (September)

A surprisingly good title. EA's Mario Andretti Racing was an

exciting find in the Sony booth this year. With super-fast action, 3D graphics and real driving mechanics, *Andretti* just plain feels right. Race in several different style cars around various tracks in what is sure to be a stellar racing title for the PlayStation. It's great to see Electronic Arts getting back into first-class form for the 32-bit generation and Mario Andretti's is an especially good starting place. Can't wait to get a more finalized copy!



High speed is the name of the game and *Andretti* knows how to play it!

Racing in different kinds of cars gives *Andretti* plenty of variety.

It takes practice to get up to speed on *Andretti*, which means plenty of Replay value.

Plenty of variety in track choices is one of the best features of the game.

Tunnel B1

Sony (October)

Stunningly beautiful. Sony's *Tunnel B1* is sure to be

an instant hit with action gamers. Originally planned from Ocean, Sony simply couldn't let this one get away from its giant corporate clutches and from the looks of it, they were right to snatch it up. Fly through intricately designed tunnels blasting enemy vehicles with high-powered futuristic weapons. Of course, this is all done at extremely high speeds and, at times, actually seems more like a racing game than anything else. This should be something special, for sure.



The fantastically-detailed graphics work well to set the mood of the game.

Blasting your way through the tunnels is sometimes your only choice.



Choosing different paths as you go is an integral part of your ultimate success.

SONY

Controlling the car in simulation mode takes on a whole new level of driving challenge. Good thing you can race in arcade mode as well.



Formula 1

Psygnosis (November/December)

One of the best games of the show. *Formula 1*

from Psygnosis is going to be an exceptional title. From the super-detailed graphics and control, to the ultra-fierce competition, this game really delivers on the promise of racing realism. What's going to be so great about this title is that it does require strict adherence to real F-1 rules, regulations and physics. All the techniques used by the real racing teams, such as drafting and pin-point positioning, will be required for true success in *Formula 1*. Also, to add to the realism, this title will include several real F-1 tracks recreated to the finest detail.

A final feature that is going to make *Formula 1* damn-near the perfect racing game is the ability to switch back-and-forth between simulation and arcade modes. This way, if you're not into hardcore F-1 regulations, you can flip to arcade mode and simply go all out around some truly awesome tracks. For any

PlayStation owner still waiting for a truly realistic racing experience, your ship is about to come in. Look for this game to be one of the best!



Graphically, *Formula 1* is one of the most realistic racing games to grace any system.

The fierce competition of *Formula 1* is its main attraction.

With several real racing courses, such as Monaco and Hockenheim represented in the game, *Formula 1* delivers on the promise of a realistic racing experience.

Jet Moto

Sony (4th Quarter)

One of the games we were most excited about seeing at the show was

Jet Moto. While this title is still extremely early, we were not as impressed as we expected to be. The main concern was that it simply didn't look that great. The water effects don't demonstrate the same high-end visuals we've all come to expect from the PlayStation. The jet designs themselves are rudimentary and, though the game's control has been touted as ultra-realistic, we found very little difference in the control from land to water. We're certain that the next time we see this game, it will be much, much stronger.



Race on land or water. In *Jet Moto*, you've pretty much got the freedom to go anywhere you like.

With tons of competition at the ready, *Jet Moto* offers a real challenge to even the most experienced racer.

Twisted Metal 2

Sony (4th Quarter)

One of the best early-release games for the PlayStation was

undeniably *Twisted Metal*, a search-and-destroy game with giant 3D environments. This year's E3 show gave us our first glimpse at *Twisted Metal 2* and, though the gameplay is rumored to go considerably deeper than the original, the graphics (a common sore spot in the original) were still less than stellar. Of course, this was our first look at the game and therefore, everything was still extremely early. The initial work, however, seems to be much in the same vein as the original.

Beyond the graphics, what was great about the original was the high-intensity 3D gameplay. *Twisted Metal 2* promises us bigger and better thrills than the first. Some of the added bonuses to the sequel are new vehicles, bigger environments, interactive backgrounds and new weapons. Making the same impact as the original is never easy, but at the very least you're in store for even more of what made the first game so great!



All of your old favorites from the original are back for even more explosive action.

With a world tour being the theme of *Twisted Metal 2* you're likely to see some exotic sights as you engage in bloody warfare.



There are also some interesting new vehicles with which to play, although this one doesn't exactly seem safe.

The name of the game is still seek and destroy and that's always fun.

Major Damage

Capcom (August)

Fans of the side-scrolling

shooter are sure to be pleased with Capcom's new action game, *Major Damage*. Play with one or two players against Lord Fuju's evil forces on an intensely explosive battlefield designed with highly stylistic 3D graphics. Super-charged action carried out through 16 different levels makes *Major Damage* an exciting prospect for the future of action gaming.



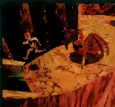
With its highly-detailed 3D graphics, *Major Damage* is sure to breathe new life into the side-scrolling action game.

Pandemonium

Crystal Dynamics (November)

From Crystal Dynamics

comes one of the most pleasant surprises of the show: *Pandemonium* is one of many 3D action/platformer games to make its debut at E3, and from the early progress, it looks to be one of the best. With limited 3D freedom, *Pandemonium* is not going to compare directly to a game like *Mario* or *Sonic*, however, the action is fast, fun and looks great — three elements known far and wide for quality gaming. There are also shifting camera angles and true 3D environments and characters to help draw you into the action. It will be extremely interesting to watch this one over the next few months as it develops.



With many exotic environments in which to play, *Pandemonium* offers a good bit of welcome variety.



The lush forest level is a real thing of beauty — just the kind of place gamers love to play in.



The fast-paced action of the slide level is what makes *Pandemonium* so much fun to play.



With real 3D backgrounds and enemies, *Pandemonium* is truly a next generation action/platform game.

Legacy of Kain

Crystal Dynamics

When asked which was the blood-thirstiest game

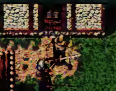
at the show, the answer would undoubtedly be Crystal Dynamic's *Blood Omen: Legacy of Kain*. A top-down Action/RPG, *Kain* is a strikingly beautiful adventure with a gruesome, blood-sucking theme. As *Kain* is a vampire brought back from the dead and bent on revenge, you will be able to experience more than 100 hours of gameplay with a uniquely mature flavor. Suspended neatly between the RPG and Action genres, *Kain* is sure to please both ends of the spectrum, with realistic action and a complex story line. Truly a unique title, *Legacy of Kain* is one to anticipate with great excitement.



Legacy of Kain's vivid graphics make this an attractive product.



Legacy of Kain is not for the timid or faint of heart.



Successfully mixing action and adventure, *Legacy of Kain* is sure to excite fans of both genres.

Destruction Derby 2

Psygnosis (November/December)



Add the ability to actually leave the ground and you're starting to get into what a real *Destruction Derby* is like.



The jump in realism in the cars alone makes *Destruction Derby 2* worth checking out.

One of last year's hottest titles at E3 was Psygnosis' *Destruction Derby* and this year, *Destruction Derby 2* (DD2), though extremely early, was doing it all over again. Shifting the gameplay focus to more of a racing-style game, DD2 is literally bigger and faster than the original. Also added this time around are more realistic touches to the crashes. For example, it is now possible to tip an opponent's car in a realistic fashion, whereas in the original, the best you could hope for was to spin them around. You can also depend on the Bowl, an open arena for smelting, to make a triumphant return in DD2 and, with the new crash mechanics, the intensity should be that much better.

When many gamers complained that the tracks in the original *Destruction Derby* were too small, Psygnosis listened.

Middle: The top speed of the cars has also been dramatically increased since the original.



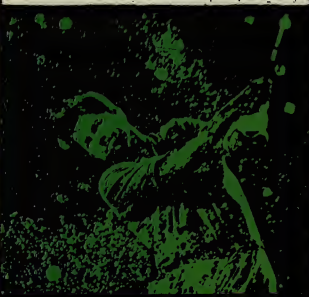
The best part of *Destruction Derby 2* is orchestrating the perfect crash.

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"THE FINAL ROUND"

Tekken 2

Namco (September)

What can we say about Tekken 2? It's just plain awesome and we can't wait until it hits the shelves. For the full scoop check out the June issue of *GAME PLAYERS*. Outside of that, all we can tell you is that it's worth the wait!



It just doesn't get much better than this! Tekken 2 picks up right where the original left off.



With several new characters, Tekken 2 offers players good replay value.



The lush backgrounds help to really bring the game to life.



Offering great features exclusively for the home, like the practice mode, helps make this title an awesome arcade translation.

With all the great fighting moves of the original, as well as many new moves, Tekken 2 delivers on fierce fighting action.



Tenka

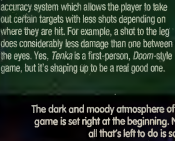
Pysgnosis (1st Quarter '97)

Pysgnosis' Tenka is likely to be the game that revitalizes the first-person shooter genre. OK, Tenka is a Doom-like game and many will dismiss it as nothing more, but the early work that's being done on this game is deserving of much more.

Of course, with the amazing graphic talents for which Pysgnosis are known, Tenka looks great, but that's not the only thing that's going to make this game special. What is far more exciting are the implications of little details, like the laser sight, which eliminates the vague turn-and-fire techniques of other first-person shooters. Also added into the mix is an accuracy system which allows the player to take out certain targets with less shots depending on where they are hit. For example, a shot to the leg does considerably less damage than one between the eyes. Yes, Tenka is a first-person, Doom-style game, but it's shaping up to be a real good one.



This one's still too early to get the full picture of how great it's going to be, but if the laser sight's got anything to do with it, it will be great!



The dark and moody atmosphere of this game is set right at the beginning. Now all that's left to do is some serious destruction.

Tomb Raider

Eidos (4th Quarter)

Man, this game just gets better and better every time we see it. From the incredible 3D graphics to the outstanding character design, this is without question in the 'top five games that simply can't get finished fast enough' category. With extensive tomb structures in place, as well as several awesome underwater passages, it's fun playing this game even without all the enemies in place. With every Tom, Dick and Harry making 3D action/adventure games, it's nice to see at least one company getting it right. *Tomb Raider* is destined to be something special and we will not rest until it is treated as such!

In case you missed our extensive *Tomb Raider* coverage in May, the gameplay in *Tomb Raider* is pretty easy to describe, but until you've actually taken control of Lara with her two-fisted pistol action and acrobatic jumping moves, it's impossible to really appreciate this game properly.



Intricately designed 3D environments really draw the player into the game.

Newly added swimming levels give the game a whole new dynamic.

Exploring complex 3D environments is just the beginning. The first time you encounter a giant bear or a rabid wolf you'll understand more clearly why this game is so damn exciting. Put this one at the top of your list!

Any game with a giant polygon bear... well, come on.



Check out the double pistol action on Lara!



It's the little touches like the multiple-target aiming that make *Tomb Raider* really special.

With acrobatic moves and plenty of ammo available at any point, Lara is one dangerous force.

Contra - Legacy of War

Konami (4th Quarter)

The explosive action title is back on 32-bit and it looks better than ever. The idea is pretty much the same—blast everything and do it fast before it blasts you, but now it just plain looks better. Also added are some new 3D-ish perspectives to give the action a little variety. *Contra* may not have been the most visually impressive title at the show, but you can be sure that this one will be pure fun. We can't wait to get our hands on this one. Also offered is a vivid 3D mode when viewed through traditional 3D glasses. Viva la *Contra*!

Taking everything that was great about the original *Contra* games and elevating them to a 32-bit level is all that really needed to be done for a great action game. By wearing a simple pair of traditional 3D glasses, the game's depth is enhanced to an even greater degree. Try it!



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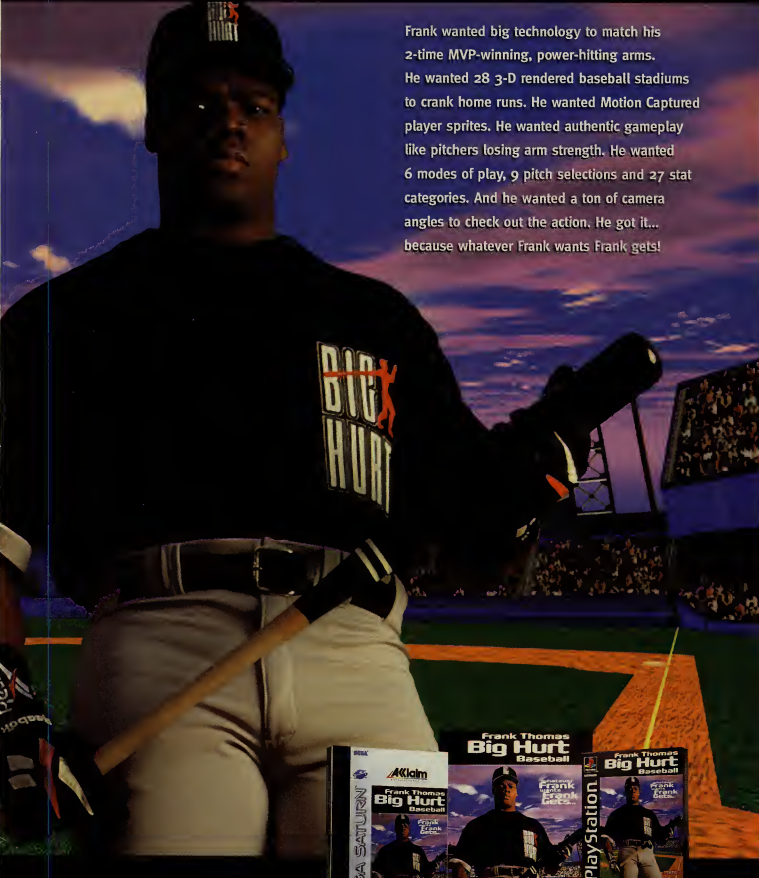
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KONAMI.

"INTERNATIONAL TRACK AND FIELD"

A large image of Frank Thomas in a black and white 'Big Hurt' baseball uniform, holding a bat, standing on a baseball field at dusk. The background shows a stadium filled with spectators under a purple and blue sky.

Frank wanted big technology to match his 2-time MVP-winning, power-hitting arms. He wanted 28 3-D rendered baseball stadiums to crank home runs. He wanted Motion Captured player sprites. He wanted authentic gameplay like pitchers losing arm strength. He wanted 6 modes of play, 9 pitch selections and 27 stat categories. And he wanted a ton of camera angles to check out the action. He got it... because whatever Frank wants Frank gets!

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SONY

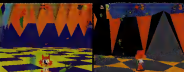
Bubsy 3D

Accolade (November)

With all
the 3D action

games introduced at this year's show, only a few could be described as offering a true 3D environment in which to play. *Bubsy 3D* is one of those titles. The concept is pretty exciting. For a much better idea of this game, check out our comprehensive feature in the June issue of *GAME PLAYERS*. Otherwise, just keep looking for updates on this promising 3D action title as it nears completion.

With massive attention given to creating fluid animation sequences, *Bubsy* often has the effect of a quality cartoon.



One of the VERY few games to be produced in High-Res mode, *Bubsy's* world is extremely well-defined.



Offering full freedom of movement, *Bubsy 3D* really is like a wide open playground.

Soviet Strike

Electronic Arts (4th Quarter)

A 32-bit follow-up to EA's smash hit titles, *Desert Strike* and *Jungle Strike*, *Soviet Strike*

takes the series to a whole new level with photorealistic graphics and next-generation gameplay. With added features such as multiple camera angles, advanced status reports and true 3D terrain, *Soviet Strike* is more than just another *Strike* game and will most certainly be a thrilling new game for fans of the series, as well as those not familiar with the first two titles. This is definitely one title to keep a very, very close eye on for further development. Expect this one to be one of the better action games available this year.



Using actual landscape photos as texture maps creates the ultimate in realistic terrain.



Bringing with it all the great gameplay of the original games, *Soviet Strike* continues to develop the finer points of action gaming.

Spider

BMG ('97)

Just in case you missed our special two-month coverage of Boss studios and their fabulous game *Spider* in our June and July issues of *GAME PLAYERS*, we thought we'd give you a little reminder of exactly how cool this game looks. Employing all the best tactics of 2D side-scrollers in a 3D environment, *Spider* is going to be one sweet action game with a spooky theme throughout.



The idea of controlling a big, hairy spider might not appeal to everyone, but at least it's original.



Borrowing from the strengths of side-scrolling action games, *Spider's* 3D action is sure to be exciting for gamers looking for a new experience.

Kumite

Konami (4th Quarter)

No fireballs. No flying. No explosions. *Kumite*, a new 3D fighting game from Konami, is based on real martial arts moves and that's all you'll need to do some serious damage. Bent on realism, *Kumite* offers a much different experience than most of the fighting games on the market today. Still too early to get a really good idea for the end product, early signs point to something really good from this game.



From these early character designs, it's easy to see the level of quality work going into this title.



Iron & Blood

Acclaim (4th Quarter)

Yet another entry in the 3D brawler category, *Iron & Blood* has the potential to step-out from the crowd with highly detailed graphics, strong character design and fast action. Originally designed for the M2, *Iron & Blood* will be up against some stiff competition in the 32-bit market, but if the development continues along the path it's on now, it has a good chance to be one of the better fighting games out there.



True 3D movement is handled quite nicely in this brutal little brawler.

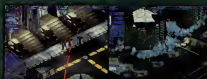
Iron & Blood is sure to attract gamers looking for something a little different.



Syndicate Wars

Electronic Arts (4th Quarter)

The long awaited action title from Bullfrog, *Syndicate Wars* will finally be gracing the PlayStation later this year. With dramatic 3D environments and lighting effects, *Syndicate Wars* is set to make a serious impact on the gaming community. Immerse yourself in a totally 'living world' wherein the characters operate on their own to create a truly realistic environment. If all goes well, this should be something special.



Through the use of dark colors and lighting effects, Bullfrog has managed to create an extremely convincing 'world' in which to play.

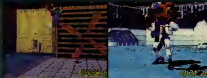
Utilizing the various camera angles and other various 3D features adds to the overall immersive quality of the game.



Star Gladiator

Capcom (4th Quarter)

The force behind some of the greatest 2D fighting games of all time jumps into the third dimension with *Star Gladiator*. In arcade format only at the show, Capcom promises a PlayStation version before Christmas and that would indeed be a treat. Choose from ten futuristic 3D warriors, all equipped with awesome weapons and lightning-fast attacks. Will Capcom rule the 3D fighting genre? Hard to say, but *Star Gladiators* is a good start. Could *Street Fighter 3D* be far behind?



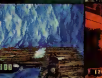
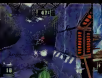
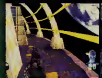
Not actually showing in PlayStation format, Capcom promises us an arcade perfect translation, which shouldn't be too hard, since the arcade version is actually running on a PlayStation board.



Disruptor

Universal (November)

The past few years have seen great strides in the genre of the first-person shooter and *Disruptor* is a great example of exactly how far game makers have come. From its awesome graphic detail and complex lighting effects, to the exciting action sequences, *Disruptor* comes in near the top of the first-person action genre list. Definitely worth checking out by fans and disbelievers alike!



With its futuristic theme, the game's 3D graphics work well to draw the player into the action.

Taking the *Doom*-style game to the next level, *Disruptor* demonstrates only the highest quality design at every turn.

SEGA

Mario Who?

The Shape of Things to Come

With the words, "Would you wait eight months for a plumber? I wouldn't," Sega of America President Tom Kalinske launched Sega's offensive into what is shaping up to be the "Great Videogame Wars of 1996." The statement, filled with equal parts confidence, optimism, bravado, and trepidation, signals Sega's resolve to not be relegated to the lower spectrum of the next-generation market. Although Sega's stance was met with some skepticism by the industry, the announcements and products that were revealed at E3 indicate that there is a comprehensive plan in place to propel Sega to the top of the videogame market by year's end.

At the forefront of Sega's assault is the announced price drop of the Saturn Core System to \$199. Although the price drop was in response to Sony's surprise move of dropping the PlayStation to \$199, the aggressive pricing structure can only help the industry by spurring sales of the next-generation systems into the realm of what the 16-bit systems had established. Finally, after what has seemed an eternity, the 32-bit market (and yes, the 64-bit also) seems ready to break free of the slow as molasses growth and become a super nova of sales, development, and excitement.

Though the price drop of the Saturn was Sega's most visible and important announcement at E3, the backbone of Sega's offensive is the restructuring of the Sega corporation itself. Sega now features a web of independent, but related companies, all focusing on different parts of the interactive entertainment market. It is this conglomerate of companies that will be the foundation for Sega's objective of ruling the interactive entertainment market. Wherever an interactive entertainment experience is being sought, Sega intends a Sega product or service to fill that demand.

Another major part of Sega's move to capture the interactive market was revealed in the announcement of an internet peripheral for the Sega Saturn. The add-on will give users an inexpensive and convenient way to access the internet and power the way for Sega's presence in the arena of interactive internet gaming.

But despite Sega's forays into the entire spectrum of interactive entertainment and gaming, the core of Sega's presence in the industry is its home console videogame systems. And what fuels the home systems is the software available for the systems.

That may very well be Sega's ultimate trump card. Judging from the games revealed at E3, Sega may have the most impressive range and line-up of games to come in the next few months. Gameplay has always been Sega's strong suit and, in the next-generation wars, gameplay will be Sega's strongest weapon.

The Restructuring

The greatest challenge that faces Sega in the coming months is its intention to become the number one company in sales by Christmas. This aggressive stance is welcome news to Sega fans everywhere, but there is a word of difference between saying and doing. But, perhaps more so than any other company, Sega seems to have the most cohesive plan to attack the interactive entertainment market as a whole, and the home console videogame market in particular.

The restructuring of Sega Corporation was done with the purpose of producing a

lean but focused, and most importantly, a flexible infrastructure that will allow Sega to respond quickly and aggressively to the interactive entertainment industry as a whole.

Sega of America will continue to maintain its focus on the home videogame console market with a strong emphasis on providing quality content for the Saturn, Genesis, Nomad, and Game

Gear systems. Although much hoopla has been given to PlayStation's strong introduction into the market place, it should

be remembered that Sega's strong base of Genesis systems has allowed the company to capture the leading dollar share of the market for three years running. Sega of America expects to sell more than 1.5 million Sega Saturn units and 1.1 million Genesis systems this year. If these figures can be attained, they should propel Sega to the top of the next-generation heap.



SegaSoft is the content delivery arm of the Sega Corporation. Formed as a joint venture between Sega of America and CSK Corporation, SegaSoft is initially working on producing additional Saturn titles and the porting over of Saturn titles to the PC. Rumors continue to the persist that SegaSoft will eventually begin porting once-exclusive Saturn titles to the Sony PlayStation.

Although this may appear akin to pumping up your arm so that you can punch your self in the face harder, it is an indication that Sega views the most important battle to be the battle for the market share of the interactive entertainment industry and not just the home videogame industry. This forward-looking approach should ensure the viability and success of the Sega Corporation as a whole, regardless of its fortunes in the videogame world.

Sega GameWorks is a joint venture between

Sega, MCA and DreamWorks SKG to create family-oriented entertainment centers. Indictment of Sega's efforts to position Sega as the product of choice both in and out of the home, this venture should produce what can be considered the 'mother of all arcades' across the country. **GAME PLAYERS** will cover the unveiling of the first of these entertainment centers (located in Seattle, WA) in the coming months.

A more direct business-side company that rounds out Sega's new structure is ExpressPlus. ExpressPlus, a joint venture between Sega of America and Softbank, is an independent distribution service for hardware and software companies in the videogame and PC industries.

Internet access and on-line gaming for under \$400. Is the Net Link the magic machine that will open the flood gates of the Internet?

The Net Link

One of the most intriguing products revealed at E3 was the \$199.99 Net Link peripheral for the Sega Saturn. The low cost Internet browser features a 28.8 Kbps modem. Coupled with the \$199 Sega Saturn, it allows Internet access for less than \$400. The Internet currently boasts more than 12 million people utilizing its features for work and entertainment. This number is expected to grow to over 200 million in the next four years. Sega's intention is to capture a fair share of this market with the most inexpensive and convenient way of accessing the Internet.

But the aspect of the Net Link that will interest videogamers the most is the resources that Sega is allocating towards producing multi-player, networked and live Internet-based gaming. Sega currently has five Net Link compatible games in development, with the highly addictive *Baku Baku* set for network play later this year. In addition, a number of third party developers including Accolade, Interplay, GT Interactive, Virgin Interactive, and Westwood Studios have at

Price Drop

One of the surprise events at this year's E3 show was Sony's announcement that it was dropping the price of the Sony PlayStation to \$199. A drop in price was certainly expected by the industry as a whole by the release of the Nintendo 64 on September 30. The fact that Sony launched a preemptive strike so early and to such a low price point had the dual effect of energizing the retailers and the industry about the next-generation market and diffusing some of the hype and belief of the unwilling of the Nintendo 64 at the E3 show.

Perhaps indicative of the new, more flexible company structure, Sega announced its own price drop of the Saturn Core System within 24 hours. Although Sega may have gritted its teeth at having to drop the price so early, the move can only be good for the industry in that the next-generation systems have suddenly become viable entertainment alternatives to the vast numbers of consumers who were hesitant to spend over \$250 on a home videogame system.

The \$199 price point seems certain to propel the market into what may never equal, but which will seem reminiscent of the boom experienced in the 16-bit market. If nothing else, Sega and Sony have managed to complicate the lives of Nintendo executives now stuck with the most expensive videogame system months before it is even released.



least ten Sega Saturn Net Link compatible games in development and set for release by Christmas '96.

Despite the excitement that the prospect of Internet gaming produces, anyone currently familiar with surfing the Internet via computer will have serious reservations about the resolution and interactivity problems of net surfing through the family television. The standard television display lacks the resolution available on even the most basic PC monitor setups and the Saturn control pad severely hampers ease of communication on what is still primarily a text-based medium.

But Sega has done a surprisingly good job of anticipating the limitations of TV format and has designed the Net Link to work around these problems (if not actually solving the problems). To address resolution problems, the Net Link's CD-based, HTML-compatible web browser software is specifically designed for the NTSC TV display standard. A space magnifying function allows for enhanced visibility on the television screen. The inconvenience of the browser's on-screen keyboard is minimized with a point and click interface that incorporates pre-determined grouped letters, such as "http/" and ".com". For those willing to invest slightly more in the Net

The Games

Despite Sony's claims to the contrary, there have been strong indicators in recent months that the Sega Saturn has steadily been gaining ground on the PlayStation's early unit sales lead.

Strong titles like *Virtual Fighter 2*, *Sega Rally Championship*, and *Panzer Dragoon II Zwei* have alleviated early concerns about the power of the Saturn hardware unit. Sega's announcement that *Virtual Fighter 3* (the most advanced arcade game ever) will be coming to the Saturn next year seems to indicate that there is yet more potential waiting to be revealed by the Saturn. Couple the surprising competence of the Saturn with its strong line-up of Sega original and third party software and the reason behind the growing strength of the Saturn system is evident.

In addition to the strength of the software titles, the actual variety in the type of games available for the Saturn make it a tempting alternative to the PlayStation. Whereas the PlayStation seems dominated by sports and action titles, the number of titles available in niche genres like strategy, RPG, and puzzle gives the Saturn a much broader base of appeal. In the coming months, titles like *The Sacred Pools*, which features mature themes, will further expand the types of gaming experience available on the Sega Saturn.

Link system, communication problems will be eliminated with the optional keyboard and mouse made available for the system.

Net Link buyers will receive one month of free Internet access through Concentric Network Corporation. (Concentric was rated No. 1 in Internet access reliability in a recent *cnet* survey.) After the first month, subsequent standard monthly charges will start at \$19.95 for the basic service. The Sega Saturn Net Link will also work with any access provider for those users who already have existing accounts.

Certainly the Net Link system doesn't completely capture the Internet experience available from a \$2000 PC, but it does allow for an inexpensive alternative for those who have yet to dive into the information superhighway. The fact that Sega is the first company to offer the unlimited potential of Internet access and on-line gaming just reinforces Sega's efforts to be the complete interactive entertainment provider of the future.

SEGA

E³ All-Stars

Virtua Fighter 3

Fall '96

Although there was no playable version of *Virtua Fighter 3* at the E³ show, the same demonstration that was shown at the AMDA show still managed to draw some of the biggest crowds. The interesting thing was the VF3 display was situated in close proximity from Sony's huge monolithic TV bank display. And yet, the simple demo of VF3 garnered most of the attention with awestruck throngs silently worshipping the future of gaming. Few games, if any, have ever elicited this reaction (especially from a crowd comprised of jaded industry and press types).

No new materials on *Virtua Fighter 3* were made available beyond what featured in the VF3 exclusive that ran in the May issue of *GAME PLAYERS*, but Sega did

announce that VF3 would be coming to the Saturn by Christmas.

1997. However, there were rumors at the show that VF3 would actually be released in the first half of 1997. One of the great challenges that faces Sega is to port VF3 (which runs on the most powerful arcade board of all time) to the Saturn, while retaining the complexity of the graphics and gameplay. There has already been talk that the Saturn version of VF3 would ship as a CD-ROM with a cartridge that would plug into the storage cart slot on the Saturn. The rumor is that the cartridge would handle all of the complex background graphics of the game, which would free up the CD-ROM to handle the character animations and gameplay exclusively.

Whether the Saturn can handle a game as complex as *Virtua Fighter 3* remains to be seen. But regardless, the release of VF3 in the arcades this fall to one of the most anticipated events of the year. Believe the hype — VF3 will redefine the fighting game genre.

Virtua Fighter 3—the game that we would sell our souls for. Well, at least blow the majority of our paycheck on.

Plus the new character Aoi makes us howl like the wolf. Even Lou has his eyes on her!

The Bad

Saturn Vs. Playstation Vs. Nintendo 64

Without a doubt, Sega made quite a strong showing at E³, but the downside of that reality is that it was absolutely imperative that they did so. Regardless of all the restructuring, posturing, and hype, the fact remains that the Saturn lags behind the PlayStation in units sold. There is a perception within the industry and among the consumers (fact-based or not) that the PlayStation is the more successful, more technologically advanced 32-bit system, while sales and technological sophistication is adequate at best for the Saturn.

Looming on the horizon of this battle for superiority is the imminent release of the Nintendo 64 in September. Sony has made the move of trying to lock up as much market share as possible before September by dropping the price of the PlayStation to \$199. The fact that Sega followed suit so quickly was wise, but it was also an indication that its hand was forced by Sony's aggressive strategy. Despite the positive spin put on the price drop, there was a distinct impression that

Sega did not appreciate having to drop the price of the Saturn so soon.

Of course, the results of these price drops and how they affect the market in the coming months will be paramount. When Nintendo 64 is released, it is likely that the first 500,000 units will sell out on Nintendo's reputation alone. Sega needs to be at least on par with Sony in both reality and perception by the time Nintendo enters the market place or it faces the somber prospect of being left with even a smaller portion of the pie.

The battle for parity with the PlayStation is an uphill battle. Sony has announced a deal with Circut City that makes PlayStation the exclusive videogame system sold at Circuit City stores. WB Toys has also announced that they will carry only Sony and Nintendo videogame systems. The lockout of Sega product by significant retail outlets lends credence to the perception that the Saturn is the odd man out. It is imperative for Sega to reverse this perception in the coming months if the

move for number one is to become reality.

But invariably the most disturbing trend for Sega must be that third party developers who develop for both the Saturn and PlayStation almost always release the PlayStation version first. Once again, this creates the perception that the PlayStation is thriving while the Saturn is being accommodated. A large number of top PC game titles are also being ported to the PlayStation with conversions to the Saturn coming at later dates, if at all. The only coup that Sega can claim in regards to third party titles is the snatching of top Sony titles developed by Polygons (*WipeOut*, *Destruction Derby*), but even this victory comes with the disclaimer that the Saturn conversions of these titles are inferior to their PlayStation counterparts.

Sonic X-treme

Fall '96

He's been gone on sabbatical for a while, but Mario's number one nemesis is coming back this fall to do battle once again. There wasn't actually that much of *Sonic X-Treme* shown at E3, but there was a playable version of an incomplete boss round. Still, the demo on display, coupled with EA GAMES PLAYERS on-going exclusive coverage of the game's development process, has given every indication that the third dimension has been very good to everyone's favorite blue buddy.

Of course, *Super Mario 64* is the game that will be considered *Sonic X-Treme*'s main competition. The disturbing fact for Sega is that *Super Mario 64* could well be considered the best videogame of all time. Will *Sonic X-Treme* be the best game of all time? Probably not, but all the gameplay elements that made Sonic a worthy competitor to Mario in the 16-bit realm seems to have been retained for the next-generation of videogames. Such traditional mainstays as Sonic's speed and spindash can now be utilized in a true 3D world with 360-degrees of unrestricted movement. The intriguing aspect of Sonic's 3D world is its ability to rotate, which allows for the hedgehog to scramble along the walls and ceilings, in addition to the traditional gameplay arena. If not by itself, the one-two punch of *Sonic X-Treme* and *Nights* will give *Super Mario 64* a run for its money.



The Ugly Truth

One shot at the top

Despite the obstacles that stand in Sega's way of market dominance, neither Sony nor Nintendo have the products and market strength to guarantee the destruction of Sega's home videogame presence.

Nintendo is in the position of releasing the latest and most powerful home videogame system, but five months before its release it is already the most expensive system. The fact that the Nintendo 64 is a cartridge-based system puts its competitive viability in serious doubt. Third party developers face serious challenges in game development and production because of the inflated production costs of cartridge-based games. The production costs and Nintendo's substantial licensing fee means smaller profit margins for third party developers and less room for error. Nintendo is already proclaiming the market of fewer, but higher quality, games. But what other position can be taken when the field of third party developers is so limited compared to its competition? Of the Nintendo 64 titles displayed at E3, there were few that can be considered quantum leaps in gaming. Primarily, it was Nintendo's own titles like *Super Mario 64* and *Pilot Wings 64* that were the most impressive. For the most part, every other N64 title looked as if a comparable gaming experience could be found on the PlayStation or Saturn. Finally, after the initial excitement, how will the consumer react to paying up to \$80 for a game? With the intrinsic benefit of CD-Rom based gameplay, both Sony and Sega can reduce game prices to make their products even more attractive.

As for Sony, if it weren't for the exceptional titles coming from Psygnosis (*Wipeout* II, *Destruction Derby 2*, *Formula 1 World Championship*), the second generation of PlayStation games could be considered somewhat of a let down. Not to say that there weren't any Sony titles that won't sell like crazy. *Twisted Metal*, *World Tour*, *NCAA Gamebreakers*, and *Crash Bandicoot* are all solid titles that will probably be received extremely well. For the most part, the new PlayStation titles showed only marginal improvements over the first generation releases. If not for the Psygnosis titles, there

would be serious talk of the PlayStation ultimately being the limits of its architecture already. But ultimately, Sony's presence at E3 could be described as solid, but short of impressive. The fact that Sony's forthcoming product line doesn't appear capable of burying Sega leaves an opportunity for Sega's ascent to succeed.

Which leaves the conclusion that the opportunity for Sega to move up the ranks is certainly there. Both of Sega's main competitors lack the product and structure to eliminate Sega's threat. The fact remains that software is the fuel that drives the videogame industry and judged on software alone, Sega arguably had the strongest line-up at E3, with its arcade conversions, in-house developed, and third party developed games. Arcade games like *Fighting Vipers*, *Virtua Cop 2*, *VF Kids*, and *Virtual On* will fuel the sale of Saturns in the near future. The promise of *Virtua Fighter 3* holds the promise of Saturn further down the line. Original Saturn titles like *Nights* and *Sonic X-Treme* could have been easily called "Best Game of Show". If not for the surprising presence of *Super Mario 64*, the wave of strong third party titles for the Saturn ranged the gamut of genres. Scavenger showed that they, like Psygnosis on PlayStation, know something about the Saturn that no one else does. Games like *Amok* and *Scorcher* showed that the Saturn can produce graphics equal or superior to any of its competition. The Saturn can also start laying claim to the title of "the RPG system" with titles like *Dragon Force*, *Magic Knight Rayearth*, and *Lunar: The Silver Star* coming from Working Designs. And although not a Saturn exclusive, *Tomb Raiders* from Eidos Interactive shows that multi-platform games don't have to be of inferior quality on the Saturn. Finally, add some impressive titles like *Sonic Blast* and *Vectorman 2*, as well as others coming to the venerable Genesis system and Sega is by no means down and out.

Tomb Raiders

Eidos Interactive Fall '96

Already creating quite a buzz in the industry, *Tomb Raiders* is a title poised to take the graphic adventure to a new level. Imagine the high visuals of *Resident Evil* without the robotic character animation and you have some idea of the appeal of *Tomb Raiders*. The smooth, absolutely human-like animation of the character is further enhanced by the extensive control, the player is afforded over the character. Nothing compares to the rush of doing a side flip and then running while tracking two separate targets with each of the character's hand guns.

Tomb Raiders will be available on both the PlayStation and Saturn, but it is nice to see that the Saturn version compares favorably to the PlayStation version. It remains to be seen if the story supports the impressive graphics and character animation, but if it does, *Tomb Raiders* could easily be considered one of the best Saturn games of 1996.

The Conclusion

Sega faces its most challenging time in 1996. The next-generation wars are finally coming to a head and the pecking order for the next few years may actually be determined this year. For the most part, there are too many detractors counting Sega out before the battle has truly begun. Sega knows games, and Sega understands gameplay. Most importantly, predictions of the demise of the Saturn have been greatly exaggerated and definitely premature. Sega enters the next few months restructured to be leaner and meaner, better diversified than its competition, and with a sack load of some of the hottest games available. It would bode Sega's competition well to remember that biggest does not necessarily mean best. Sometimes it is the underdog, discounted and hungry, that is the most dangerous opponent of all.

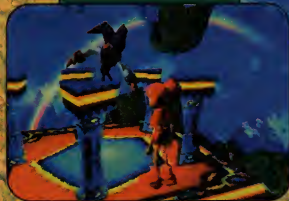
SEGA

Saturn
Game of
Show

NIGHTS


Nights
Fall '96


From the fertile imagination of the creator of the original *Sonic*, *Nights* is the game that, coupled with *Sonic X-treme*, will be Sega's answer to the likes of Nintendo's *Super Mario 64* and Sony's *Crash Bandicoot*.



Although the buzz about *Nights* has been spreading for the last couple months, one of the great surprises at the Sega booth at E³ was just how imaginative and beautiful the game is. Developed by the original *Sonic the Hedgehog* creator, Yuji Naka and his Japan-based Sonic Team, *Nights* offers the surreal gaming experience of helping two characters named Eliot and Clavis as they are guided by *Nights* to save Nightopia from the evil leader of Nightmare. The player, controlling either Eliot or Clavis, can jump into the body of *Nights* and fly acrobatically through dream worlds. *Nights* collects points and defends against enemies to ensure that good dreams are victorious over nightmares.

The mystical, magical storyline of *Nights* is complemented by ground-breaking gameplay, featuring real-time rendered graphics, panoramic views and 360-degree flight and ground play. When *Nights* is flying, there is a track-based nature to the gameplay, but the lack of a truly free, 3D environment while in flight does little to diminish the enjoyment derived from the gameplay. One of the most impressive aspects of *Nights*' unique gameplay can be experienced when giant enemies on the screen are grabbed and thrown by *Nights* with the result of destroying objects placed far away in the distance. The game also features character movement at *Sonic*-like speeds and fluid rotating camera angles that allow the player to experience an immersive sensation while following the fast-paced action. The addition of a diverse musical score featuring a variety of musical styles including jazz, rock, world music, and orchestra music helps to reinforce the dream-like atmosphere of the game.

Nights, more so than the forthcoming *Sonic X-treme*, may indeed be the title that is Sega's response to the Nintendo's *Super Mario 64*. Although the comparison may be a little unfair, as *Sonic* is not as far along in its development, *Nights* seems to have a more mature, original, surreal concept, backed by extraordinary gameplay that will broaden its appeal to a larger base audience than those who identify with the 'hedgehog with an attitude'. *Nights* has every indication of being the kind of game that introduces you to a world that you never want to leave.



You may not realize it yet, but you're going to love dressing up in fights and flying around in a magical dreamworld. Just don't tell anyone about it when you wake up!

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Also Coming to the
Saturn

The following is a list of games that were presented at the E³ show, but about which there was limited information available. More extensive coverage of some of these titles may be found in the E³ coverage of PlayStation titles in this issue. In addition, some of the titles on this list are games that have been featured or previewed in previous issues of **GAME PLAYERS**. All of these titles should be available for the Sega Saturn in the coming year.

Acclaim
AD&D Iron & Blood - Fall '96

Accolade
Betsy 30 - Accolade - Fall '96

Crystal Dynamics
Blazing Dragons - Summer '96
Legacy of Kain - Fall '96

Fox Interactive
Die Hard Trilogy - Summer '96
Independence Day - Summer '96
The Tick - Fall '96
Alien Vs. Predator - Fall '96

GTE Interactive
Hard Boiled - Fall '96

Interplay
Loaded - Fall '96

Konami
Policenauts - Fall '96

LucasArts
Here's Adventures - Fall '96

Scavenger
Amok - Fall '96(?)
Searcher - Fall '96(?)

Sega
Dark Savior - Winter '96
Destruction Derby - Summer '96
Heart of Darkness - Fall '96
Legend of Oasis - Summer '96

Virgin Interactive Entertainment
Spot Goes To Hollywood - Fall '96

Williams Entertainment
Area 51 - Fall '96
Return Fire - Summer '96

Working Designs
Lunar: Director's Cut - Spring '97
Magic Knight Rayearth - Fall '96

Peripheral



Sega, in response to the expanded capabilities of the Nintendo 64 controller, unveiled its new 3D Control Pad that features an analog thumb pad for a seamless control interface. The controller suffers from a somewhat bulky appearance, but that in no way transfers to how well the controller fits in the player's hand. All controls are easily accessible and manageable by the average sized hand and the feedback and action of the controls could be categorized as just right. With its 3D Control Pad, Sega has produced what may well be one of the most versatile, comfortable, and capable controllers of all time.

The best news of all is that the 3D Control Pad works beautifully with *Nights*. In fact, there will be a special combined package of *Nights* and the 3D Control Pad which will be available with the suggested retail price of \$69.99. The new controller can also be purchased separately for a suggested retail price of \$39.99.



"SHINING WISDOM" Long ago, The Dark Titan rose from the abyss & nearly destroyed all Palacia before being bound by magic. Now, the Black Elf is scheming to rule the world by returning him from the depths of the abyss! SAT 5/24



'NIGHTS'
Combining the dynamics of a flight simulator with the speed of a racing game, *Nights* propels gamers into a truly amazing virtual dream land filled with real time worlds and psychedelic characters. **SAT \$46**



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PHOTOGRAPH BY J. M. JONES

COLLAPSED

SEGA

Here Come the Arcades

Virtua Cop 2

Winter '96

Another impressive display of the Saturn's processing power is *Virtua Cop 2*, which refines the polygon count of the arcade version and does an excellent job of transferring the quality and gaming experience of the original to the Saturn. An early playable version that featured the first level of the game was on display at E³ and the enthusiastic response of show attendees has virtually guaranteed another shooter success for Sega.

For those who aren't familiar with the arcade version of *Virtua Cop 2*, VC2 expands on the addictive gameplay of the first *Virtua Cop* by adding moving environments like high-speed car chases. Strategic elements, like the ability to slow moving vehicles by shooting out their tires and determining what path to take by shooting road signs, further enhance the gameplay to make *Virtua Cop 2* a worthy successor to the original.



These screen shots of *Virtua Cop 2* don't do justice to the game. Sega has once again managed to bring home the arcade experience to perfection.



Manx TT

Fall '96



Another in the long line of superior Sega racing games, *Manx TT* lets the gamer experience the thrill of motorcycle racing to an extent never experienced before. Although there were no demos of the Saturn version of *Manx TT* at E³, Sega is claiming that the conversion will be arcade perfect. The combination of real-time 3D

graphics, texture mapping, multiple perspectives, and the extraordinary sensation of speed all contribute to the most authentic motorcycle simulation available. The only thing that will be missing is the seat of the pants' sensory feedback afforded by some versions of the arcade version. But considering that *Manx TT* will be available for the suggested retail price of \$49.99 (as are many of Sega's forthcoming titles), the loss of that dimension can easily be forgiven.

Although these shots are of the arcade version of *Manx TT*, Sega has expressed its intention to port an arcade perfect home console version.



Virtual On

Winter '96

Another quality AM2 title that is sometimes overlooked in the arcades, *Virtual On* definitely has its proponents in

the **GAME PLAYERS** office. The surprising thing at E³ was the absence of a playable Saturn version of the game, although it is scheduled for a winter release. Regardless, *Virtual On* features giant armored cyborgs battling in a true 3D environment. The variety of mech combat vehicles featuring different weapons and fighting styles should prove entertaining if it bears any resemblance to the arcade version at all.

One of the features that distinguished the arcade version of *Virtual On* was the head-to-head combat mode. The ability to combat another human opponent, while utilizing the strategy and tactics associated with mechs of different styles and abilities, is really the best feature of *Virtual On*.

It will be interesting to see whether the Saturn version of *Virtual On* features a split screen battle mode or whether the game will support Sega's new link cable.

Fighting Vipers

Winter '96

The steady stream of superior games being produced by Sega's coin-op development branch, AM2, is the one advantage that Sega has over its competition. Not only are Sega's arcade games among the best being produced, the Saturn conversions of the games have been, for the most part, unmitigated successes. This is certainly fortunate for Sega, in that this is one instance where superior gaming experiences are exclusive to the Sega Saturn.

Following the long string of successful arcade conversions like *Virtua Fighter*, *Virtua Fighter 2*, and *Virtua Cop*, next in line is another favorite of arcade

fightists — *Fighting Vipers*. Shots of the Saturn version of *Fighting Vipers* are not yet available, let alone a playable version, but Sega reassures that the conversion quality of *Virtua Fighter 2* should be expected, along with faithful reproductions of all seven characters and the interactive backgrounds that distinguished the arcade game.



Sure, it's really just a *Virtua Fighter* clone, but the interactive backgrounds, power-up moves, and wealth of unique characters give *Fighting Vipers* a flavor all its own. Those who are from the arcade version but it's probably safe to expect arcade perfection from Sega.

Virtua Fighter Kids

Winter '96

Scheduled for release in the arcades first, *Virtua Fighter Kids* is a youthful interpretation of *Virtua Fighter 2*, with VF2's eight characters featured as kids. Gameplay is nearly identical to *Virtua Fighter 2*, but the characters are childlike

in appearance, mannerisms and fighting style. This title has all the earmarks of being a "cute" rehash of VF2, but it is a tribute to *Virtua Fighter 2*'s deep gameplay that *VF Kids* is still quite entertaining.

Although you can't help but wonder why the kid version of Jeffery still has a beard and Sarah has breasts.

The *Virtua Fighter Kids* display at E3 revealed *Virtua Fighter Kids* to be quite far along in its Saturn conversion, with just three

backgrounds ready but all the characters already playable. Although no official release date has been set, the advanced state of the development indicates that the game should be ready for release soon this year. If nothing else, the highly entertaining intro sequence for *VF Kids* must be seen to be appreciated. And even the most jaded and tough *Virtua Fighter* can't help elicit an "awww" when "Little Wolf" does his howl following a victory.

Yes, these shots are from the home console version! If you can stand the cuteness, *Virtua Fighter Kids* will let you relive VF2 gaming goodness.

Other Saturn Games

Three Dirty Dwarves

SegaSoft Fall '96

As the inaugural title from Sega's new software development arm, *Three Dirty Dwarves* by no means features any ground breaking gameplay. If anything, the *Final Fight*-type gameplay elements harken back to an earlier time. Yet, what *Three Dirty Dwarves* lacks in innovation, it may make up for in personality.

Based on the premise that four genetically altered kids have unleashed three good dwarves and an army of bad ones while playing a fantasy-role playing game, the game features the dwarves using a number of sporting goods products in order to rescue the four kids from the evil General Briggs. A distinct aspect of the gameplay is the ability to play one of the dwarves or alternate between each of the three dwarves. Three player team play is available to those with a Sega six-player adaptor. The fast paced, comic gameplay is backed by a high-energy funk music soundtrack that adds an unique ambience to the game.

The Sacred Pools

SegaSoft Winter '96

Although *The Sacred Pools* is so early in its development that there are no screen shots yet available, the game is

said to be so revolutionary

that the term FMV will cease to be considered a four letter word. Set on the island of Amazonia, the story revolves around efforts to find *The Sacred Pools* while facing temptation and danger. With elements of mystery, power, and seduction in the story, the game features more adult themes that have been for the most part absent from traditional videogame offerings. But what truly separates *The Sacred Pools* from the bunch is the breakthrough use of Virtual Navigation in Real Space (VNRS) technology that allows for 3D movement in FMV environments. The actual implementation of this technology has yet to be displayed, but the final result should appear like a movie in which the characters and objects within it can be manipulated and controlled at will.

But who are we kidding? The real appeal of *The Sacred Pools* is the bevy of beautiful, scantily clad women!

SEGA

Mr. Bones

September '96

A game that is slowly gaining notoriety for its innovative gameplay and impressive animation is *Mr. Bones*. A skeleton bent on fighting evil, Mr. Bones traverses forests and cemeteries, fighting the evil minions of the Army of Darkness. The unique aspect of gameplay is Mr. Bones' ability to utilize his skeleton attributes by morphing to do things like attaching a femur to his arm to extend his reach or compacting his skeleton structure to shorten himself. An exceptional artificial intelligence and an acid-jazz soundtrack round out this unique offering.

Other Saturn Games



The graphical detail and unique gameplay elements are what separate *Mr. Bones* from the crowd.



Bug! Too!

November '96



As the first platform-type game to explore the 3D capabilities of the 32-bit systems, *Bug!* could be considered a questionable success at best. Most hardcore gamers never took to the character of Bug as well as was hoped and the track-restricted 3D

environment was disappointing when compared to competitors like *Jumping Flash!* However, the game's saving grace was that Sega released the game with a suggested retail price of \$39.99, which significantly increased its perceived gaming value quotient.

With *Bug! Too!*, Sega continues with its aggressive pricing policy and further tweaked the gameplay to improve the overall enjoyment of the title. New features include faster gameplay that allows Bug to run, a new graphics engine that, coupled with the increased number of camera movements, enhances the sensation of the 3D environment. *Bug! Too!* also features amazing 3D cartoon animation and a unique storyline with talking characters.

Dragon Force

Working Designs - Summer '96

With a projected library of more than ten first and third party RPG titles slated to be available by Christmas 1996, the Sega Saturn is fast claiming the title of being the system of choice for RPGs. Part of this dominance can directly be attributed to the titles brought to the United States by Working Designs. These Saturn exclusive titles give the US gamer a taste of the wares of the RPG-mad Japanese market.

The most imminent of Working Designs' RPG releases, *Dragon Force*, may also be one their best offerings ever. Featuring an overhead perspective similar to that of *Ogre Battle*, the game allows the player to choose one of eight different warlords. The element that separates *Dragon Force* from other RPGs is that each of the castles controlled by the player accommodates a set number of commanders with numerous troops under their command. This results in scenarios in which over 200 different characters can be on screen fighting, defending, and casting spells at any one time. In addition to the real-time battles, elements such as the ability to form alliances and interrogate prisoners add significant depth to the gameplay.

The ultimate goal in the game is to conquer the entire land of Legendia. At the very least, 40-60 hours of gameplay can be expected from the title, due to the immense size of

Legendia and the myriad of challenging foes and plot twists.



Never before has there been an RPG that has depicted the devastation associated with the battles of full scale armies.



Anime sequences help to flesh out the epic struggle that is *Dragon Force*.

Genesis Games

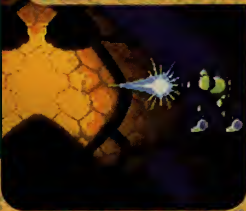
Yes, 1998 may well be the year that the next-generation of videogames takes its hold on the marketplace, but there are also over 18 million Genesis owners still out there that Sega has no intentions of neglecting. And even though Genesis titles released by third party developers may have slowed to crawl, Sega still has some highly interesting and potentially entertaining Genesis titles in development. If nothing else, this may come as a relief to 16-bit gamers who have had to wade through a flood of mediocre titles in recent years. The decline of the 16-bit market may mean limited choices, but those choices are now at least quality choices.

A sequel to last year's best selling Genesis game, *Vectorman 2* features more of what made the first *Vectorman* a great game. The addition of such new features as more morphs, more weapons, more power-ups, and more secrets promise to deliver an even more intense gaming experience. Some of the new weapons added are energy balls and lasers, with new morphs like "chute", "skate", "tank", "torpedo", and "rhino" adding additional attacks to *Vectorman*'s arsenal. Beyond the expanded gameplay elements, *Vectorman 2* boasts unique lighting techniques that add extraordinary nuances to the graphics and animation of the game.

Sure, the pickings are getting slim for 16-bit, but you can always count on your *Vectorman* buddy to get the most from your Genesis.

Vectorman 2

Fall '96



Sonic Blast

Fall '96

With 3D graphics that could add a whole new dimension to the 16-bit platform gaming, *Sonic Blast* could well eclipse Nintendo's *Donkey Kong Country* series. Early shots of the game seem to indicate that the SGX-rendered characters and vivid worlds will produce a gaming experience previously thought impossible on the Genesis. But as great as the game may look, the real key is that *Sonic's* speed and mobility are not compromised. *Sonic Blast* is comprised of seven different zones, each comprised of two levels and a boss, bonus levels, hidden areas, and two possible endings. Other additions include new power-ups and moves. Set for a suggested retail price of \$59.99, *Sonic Blast's* price reflects the fiscal realities of being cartridge based. But with its mix of the improved graphics, combined with the traditional gameplay parameters of the *Sonic* series, *Sonic Blast* should be an unmitigated success.



X-Women: The Sinister Virus

Fall '96

The side-scrolling action game has long been a mainstay of 16-bit gaming, so much so that it usually takes an innovative twist in gameplay and/or a compelling storyline for a new side-scroller to make its mark. Sega seems to have at least captured the compelling story part of the equation by creating a game around the premise that a deadly virus released by Mr. Sinister has incapacitated all male mutants (and thus, the X-Men). Left to save the world, it is the X-Women who must scour the earth for the remaining Genesis Virus, so that an antidote may be created.

For the most part, the early indication is that gameplay is pretty standard for a side-scrolling game. But the ability of the characters to fly adds the dimension of scrolling up and down to a greater extent than most games of the ilk. If there is a significant emphasis on the differing powers of the X-Women, this could be another title that keeps the 16-bit world turning.



For once the females get top billing! Side-scrollers will never be the same again!

Virtua Fighter Animation

Fall '96

After *Sonic Blast*, there is probably no other Genesis game that gamers more interested than *Virtua Fighter Animation*. Of course, this was the title that also had the least amount of information available. What scant news there was available revealed that there are eight 3D characters featuring strong play control, speed, and dexterity fighting in front of beautiful backgrounds. Details remain sketchy enough that there is no indication as to whether *VF Animation* will be a true 3D fighter or an interpretation of *Virtua Fighter* featuring 3D fighters and 2D gameplay. If the original *Virtua Fighter* gameplay is now available on the Genesis, then it is a testament to Sega massaging the most out of the venerable 16-bit machine.

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Well, here we are in the dog days of summer. Whew! It's really hot and muggy. You know, videogames can be like that: some are really hot, while others just take you out for a mugging. Oh well, see ya by the pool!



THE GAME PLAYERS ULTIMATE AWARD

We hope you realize just how hard it can be for a game to get one of these things! When a game has one of these, it means it scored at least a 90% with our reviewing staff. That ain't easy!

INFO

Try to think of this like a TV weather channel. You know it's hot, but you also want to know if a tornado is headed your way, right? This stuff can help!

REVIEWER

While this guy's idea of weather forecasting is consulting his cats and bunnies, his videogame knowledge is top-notch! Really...

OPINION

It's our opinion that it's hot, but you want accurate opinions on videogames, this is just what the doctor ordered!

The Rocket Science:

Each category of our scoring boxes is given a "weight" — the higher the weight, the more important the category. We multiply each category's score by the weight, total them up and divide the answer by 16, which is the total of all the weights combined. The resulting number is multiplied by ten to compute the final score for the game.

Graphics:

Music & Sound FX:

Innovation:

Gameplay:

Replay Value:

Weighted by a factor of two.

Weighted by a factor of one.

Weighted by a factor of one.

Weighted by a factor of eight.

Weighted by a factor of six.

SCORE

The only things more right on than our scores would be a swimming pool and a cold one!

100% Flawless	60-69% Good	20-29% Heinous
90-99% Ultimate	50-59% Average	10-19% Putrid
80-89% Excellent	40-49% Lacking	1-9% Shoot Me
70-79% Very Good	30-39% Crap	0% Cosmic Race

PLAYSTATION

Developed by: Sega
Published by: Sega
Genre: Sports
Players: 1-2



Really a party game that can compete with any track and field game.

—Mike Sledge

It's a Sega game that's a lot of fun to play.

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International TRACK & FIELD

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EXCELLENT
84%

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PLAYSTATION

GENRE / arcade
PLAYERS / 1 to 4 w/multiplay
PUBLISHER / Konami
DEVELOPER / Konami
AVAILABLE / now
PRICE / \$49.99



Finally! A party game that can compete with Strip Twister!
—Mike Salmon

international TRACK & FIELD

With the Olympics coming this summer, *International Track & Field* isn't going to be the only game of this genre. It is, however, the best *Track & Field* game ever. The polygon characters, coupled with the perfectly done arenas of competition, make *International Track & Field* a visual treat. Beyond the new 3D graphics, Konami has managed to add several key little elements to gameplay that make *IT&F* the best game of its kind.

The ability to configure the buttons makes it possible to create all kinds of new ways to cheat. In one competition, we had all four competitors using different styles to achieve speed, power, and timing, and, amazingly enough, each style seemed to have an event that it worked best on. The only real problem with the game is that there is literally no challenge in the one-player game. However, when four competitors are competing head-to-head in 12 different events, this game is awesome. Little tweaks to the gameplay, like trying to get the angle and timing right in the throwing events, make it difficult to become master of all events. Which makes for some hard fought battles and some historic runs for the gold.

If you've played any *Track & Field* game, then you've played *IT&F*, but the quality of graphics and depth of gameplay make this game far superior to any game like it. It's the kind of game you can still pick up and play years after purchase. Just watch out for the chronic blister on your running finger. **GP**

The triple-jump is one of the more difficult events and, until perfected, often results in the jumper not making the sand pit.



The swimming event is all about pure speed. Look at the detail in the water—awesome!

Until you get your timing down, events like the hammer toss are liable to result in serious injuries.



GRAPHICS

10

- The gorgeous graphics really add to the game.
- Incredible motion-capture gives the competitors a very real look.

8

MUSIC & SOUND FX

- Great sound effects.
- The music isn't anything special.

6

INNOVATION

- Some of the competitions require much more skill than earlier *T&F*'s.
- Still the same basic button-mashing premise.

8

GAMEPLAY

- Some great variety in events requires more than just speed.
- The one-player game isn't much of a challenge.

9

REPLAY VALUE

- Multi-tap and four competitors leads to serious competition.
- The single player game is only good for training.

The Javelin toss is another one of the classic events that has been overlooked for even better play.



EXCELLENT

84%

SATURN

GENRE / puzzle
PLAYERS / 1-2
PUBLISHER / Sega
DEVELOPER / Sega
AVAILABLE / now
PRICE / \$39.99

BAKU BAKU animal

All my life I've dreamed of being a zookeeper for a bunch of animals. I sure hope hanging out with **GAME PLAYERS** counts!

— Adam Douglas



The tiles fall in pairs. Be careful how you stack them.

When sprites and vector graphics ruled the arcades, gameplay was tantamount. You couldn't rely on flashy graphics to carry a mediocre game because, frankly, there were no flashy graphics. Unfortunately, many games today fall victim to the 'graphics over gameplay' syndrome; cool stuff to look at, absolutely no replay value. *Baku Baku Animal* does not fall victim to this malady.

In a kingdom long ago, there lived a princess who loved to collect pets. She never took care of them though. So the King held a contest to find a royal zookeeper. The 'contest' is actually a Tetris-style puzzle game, whereby coupled items fall from the top of the screen and you place them accordingly. There are four animal tiles: dog, panda, rabbit, and monkey, and their respective foods: bone, bamboo, carrot, and banana.

Initially this may sound like any other of a whole host of puzzle games. This one is just so darn cute! When the correct food is stacked next to its corresponding animal, the head jumps from 2-D to rendered 3-D to eat the food. The animals also have a lot of personality. They laugh when you do well and cry when they don't get fed.

There's a one-player mode, where you compete with strange, rendered creatures and robots for the position of zookeeper. These characters are a joy to behold. Truly surreal. Like the animals, they also possess a certain amount of personality. It's these little elements that make the game so lovable.

For real fun though, grab a friend and go head-to-head. Once the food starts flying, you'll never want to put it down.

There's also an unexpected level of strategy to be learned. When you clear a large area of food, a matching number of pieces drops onto your opponent's stack. It takes a little luck to pull it off, but if you can hold off and then eat a huge area of food, the results are worth it. There's nothing quite as satisfying as watching your opponent vainly trying to clear some room as you pummel him with piles of food and animals.

Baku Baku Animal is an extremely entertaining, not to mention addicting, game. Fans of puzzle games like *Tetris* or *Bust A Move* will enjoy it, as the gameplay is tried and true. Newcomers to the genre will enjoy the head-to-head strategies and the adorable, wacky graphics. Just be sure to stock up on groceries, because once you start playing, you'll never want to leave the house again. **GP**



Use the Bonus Coins to eliminate tiles.



Eliminate lots of food at once...



...and pummel your opponent with your discarded tiles!

GRAPHICS

8

- Great looking rendered characters.
- The game field is your standard 2-D plane.

MUSIC & SOUND FX

7

- Silly cartoon music is a perfect complement.
- Sound effects are nothing to sneeze at.

INNOVATION

5

- The animal/food combination is irresistible.
- It's just like all the other puzzle games.

GAMEPLAY

9

- Head-to-head strategy keeps the action furious.
- The gameplay is tried and true.

REPLAY VALUE

9

- It's never the same game twice.
- Once you start, you can't put it down.

EXCELLENT

85%

GENESIS

GENRE / action
PLAYERS / 1
PUBLISHER / Sega
DEVELOPER / Probe
AVAILABLE / now
PRICE / \$49.99



What could be better than being Bugs Bunny? Well, judging by this game, almost anything! —Adam Douglas

BUGS BUNNY:
DOUBLE TROUBLE

K. Imagine being held in, say, a Turkish prison. You're forced to perform meaningless tasks over and over, while a large guard beats you mercilessly with a cannon ham. If you can imagine this, then you have some idea of what playing *Bugs Bunny: Double Trouble* is like. This game actually made me physically ill. I kid you not.

In the game, you are Bugs Bunny, lovable Warner Brothers' cartoon character extraordinaire. Elmer Fudd has

built a robot which requires a rabbit brain to function, or something like that. Anyway, to prevent Elmer from getting your precious brain, you must run around on 2D platform structures, all the while coaxing Daffy to follow you. Once you've gotten Daffy to pass enough signs, you beat the level. How this saves your brain I'll never know.

This is only the beginning of the insanity. Every time Daffy touches you, it causes damage. And touch you he will, oh yes. It's almost impossible to avoid him, as you have to get close

enough to make him follow you. Add to this a sloppy control configuration, and you've got a recipe for a bad gaming experience. There's none of the precise control that a platform game requires; any maneuvering that requires timing is frustrating, to say the least. Plus, the music is incessant and annoying (I had to turn the sound off after awhile to avert my growing headache).

Perhaps if this game had been released five years ago, in the heyday of 16-bit platformers, it would have been passable. Maybe. But today, with the standard firmly raised by the 32-bit machines, there's just no excuse. If you're scrambling for new games for your Genesis, save your money for another one. Bugs isn't worth the headache. GP

Watch out for those sharp claws!



Tease Daffy into turning the signs from Bugs to Daffy.



Daffy runs faster than you, but watch out, because he catches up quick!

5

- Surprisingly decent graphics for Genesis.
- But it's still just a 16-bit game. Yawn.

GRAPHICS

3

MUSIC & SOUND FX

- Annoying music is a test of stamina.
- Low-grade sound FX add nothing to the game.

You have to get pretty close to Daffy to make him follow you, but not too close, as he causes damage.

3

INNOVATION

- Hey, it's Bugs Bunny, after all.
- Hey, it's still a tired, old 2D platform game.

2

- Sloppy control makes for a frustrating experience...
- ...stilted even as platform games go.



Get the bull to kick you into the air, then grab the floating dynamite!

GAMEPLAY

3

REPLAY VALUE

- There's always another level...
- ...but why bother?

CRAP

30%

Only For
Nintendo



IT'S THE Mohawk & Headphone Jack CONTEST



How many times have you said to yourself 'Man, I wish I had a Mohawk and could turn myself into a fish!' We know, we know, it's a dream that's common to all mankind — to have that really wiggly haircut AND to swim underwater without holding your breath. Oh, the joy! The rapture! The seafood! Anyway, since we all can't have a Mohawk and turn into a fish, let's do the next best thing. Let's have a contest where you can win all kinds of cool Mohawk and Headphone Jack stuff, and MORE! And how, you may ask, can I win all this stuff? Well, it's really easy! Just give yourself a Mohawk and hold your breath for 20 minutes! No, wait, we were just... kidding! Yeah, that's it! We were... kidding. But we're not kidding about these prizes!

Black Pearl
GAME PLAYERS

Send a postcard today to enter this exciting contest!

**The Mohawk and
Headphone Jack Contest
c/o T-HQ
5016 N. Pkwy Calabasas,
Suite 100
Calabasas,
CA
91302**

And why, you may ask, would I want to enter this contest? Well, it's really simple: **YOU CAN WIN ALL THIS REALLY GREAT STUFF!** Check it out!

GRAND PRIZE One lucky Grand Prize winner will receive a Booby board, plus a wetsuit, swim fins, a *Mohawk* videogame for the Super NES, a *Mohawk and Headphone Jack* T-shirt, and some cool sunglasses! Sorry, haircut and gills are not included!!!

FIRST PRIZE One almost as lucky First Prize winner will receive a wetsuit, which is just the thing you'll need if those gills suddenly sprout overnight!

SECOND PRIZE Ten almost, but not quite as lucky winners will receive the outrageously cool *Mohawk and Headphone Jack* videogame exclusively for the Super NES! It's more fun than frolicking with Flipper!

THIRD PRIZE Fifty winners who frankly just lucked out by the skin of their teeth will receive a radical *Mohawk and Headphone Jack* T-shirt and some really cool sunglasses!

So what are you waiting for? Get that postcard in the mail today! Don't be the only one on the beach with a funny, homemade haircut and blue lips! Do it today!!!

SATURN

GENRE / fighting
PLAYERS / 1 or 2
PUBLISHER / Sega
DEVELOPER / Sega
AVAILABLE / now
PRICE / \$59.99



Don't make you succeed since
the quest is
Set as memories of those days
Time begins to take another
was to be... and the
wishes of the heart...
someone in the world... it is said
the bridge... and the
nothing in the heart desires.
The end... and the end...



After playing the first two *Golden Axe* games, I was pretty sure I'd done it all. Guess again.

— Patrick Baggatta

Golden Axe: THE DUEL

Originally showing-up in Japanese arcades via Sega's Titan board, *Golden Axe: The Duel* (GATD) is enjoying its first American release on the Saturn. Based on characters established in the Sega classic, *Golden Axe*, GATD is a fighting game with undeniable resemblances to Capcom's awesome line of fighters. Of course, when making a fighting game, there's no better source to look to than the makers of *Street Fighter*, *X-Men* and *Darkstalkers*. Sega has done just that, with a good bit of success, in *Golden Axe: The Duel*. This unfortunately

means there is very little in this game that you've probably not already checked out in some other slightly superior game, but on the other hand, if it isn't broken...

With a graphical style loyal to the original *Golden Axe* series, you're not likely to be blown away by the use of Saturn's visual capabilities, but the animation is pretty smooth and the backgrounds are colorful and active enough to give the game a certain life. The magic-gathering feature has also been imported from the original *Golden Axe* games. Taking quick swipes at the little bugger with the magic in his bag, while your opponent is busy trying to destroy you, adds a new dynamic to the extremely familiar formula. You'll also find that the characters in *Golden Axe: The Duel* (some you'll recognize from the first two games, some you won't) are well varied and nicely balanced against each other.

In the end, if you don't mind that *Golden Axe: The Duel* does very little to present itself as any kind of original gaming experience, you're not doing too bad with this title. What's disappointing about the game is how little the concept or gameplay has progressed from the original. In fact, the original, at the very least, offered some freedom to move in and out of the screen — a feature missing in *The Duel*. **GP**

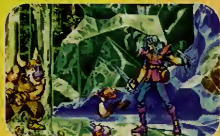


Golden Axe Revisited

Remember *Golden Axe*? *The Duel* might just jog your memory.



Though there are a few more colors used in *The Duel*, there is an undeniable look to the *Golden Axe* series.



The little guy's still got magic in that bag.



You'll even recognize some of the moves from the original game.



If you look closely, you might even notice some background elements taken from the original *Golden Axe*.



Even the characters that are new to the series still seem somehow at home in the world of *Golden Axe*.



Something Familiar

With similar gameplay elements, *The Duel* bears a striking resemblance to several other fighting games.



Trying out all the standard Capcom moves typically pays off in *The Duel*.



From the best of three matches to the slow-motion finishes, *The Duel* follows the standard fighting game formula very closely.



Collecting magic vials is one of the very few original moments you'll experience in the game.

The use of fireballs and the like is very much a part of *The Duel*'s game plan.

A SECOND OPINION

While I agree with Patrick that this game really doesn't offer anything new over every other *Street Fighter*-inspired brawler, I do think that the gameplay is a little better than he gives it credit for. Sure it's a rehash, but my point is that it's a good rehash.

If you're a fan of 2D brawlers, check this one out. It's no *Street Fighter Alpha* by any means, but I think it has its place in the fighting library, much the same way that the thousands of SNK's Neo Geo brawler clones have somehow won gamers' hearts. The graphics are good, the presentation's okay and there's a decent assortment of moves. I don't think the game should top anyone's list, but it should probably make it on there. —Chris



The Characters and Their Magic

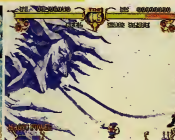
Using magic spells in the original *Golden Axe* was a big part of the game, as it is in *The Duel*.



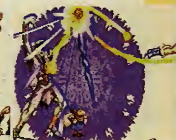
Panchas bombs his way to a quick and brutal victory.



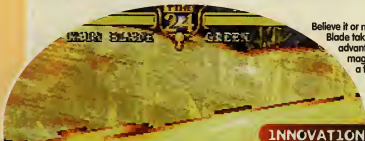
When Doc releases his magic energy attack—people listen!



Known for his crystalline attacks, Keel's magic gives him the power to upgrade his size significantly.



Zame's explosive magic staff attack pretty much speaks for itself.



Believe it or not, this is Kain. Blade taking advantage of his magical powers with a fiery attack.

GRAPHICS

6

- Smooth animation.
- Limited use of colors.

MUSIC & SOUND FX

6

- Sound effects add to the game's impact.
- The music is totally and completely forgettable.

INNOVATION

4

- Gathering magic power is original.
- The standard fighting game formula is used throughout the game.

GAMEPLAY

7

- The controls are simple and standardized.
- The response time is a little slow.

REPLAY VALUE

6

- Multi-player action is always fun.
- You've done it all before.

GOOD

63%

PLAYSTATION

GENRE / puzzle
PLAYERS / 1 or 2
PUBLISHER / Acclaim
DEVELOPER / Taito
AVAILABLE / now
PRICE / \$45-50



I don't like rap, so I don't know what 'Bust-A-Move' means, but if a cute little dragon told me to, I might do it anyway — Chris Charla

bust-a-move 2

The original *Bust-A-Move* was one of the most addictive puzzle games since *Tetris*, and also marked a first in the arcade as the only non-SINK Neo-Geo game. The cutesy Japanese art and cloying sound effects and music only enhanced its appeal to most gamers.

In both versions, you are presented with a well of colored gems hanging from the ceiling. You control a dragon with a special gem shooting gun, and shoot gems upwards, either directly or by bouncing them off the walls. When you match three or more gems of the same color, they — and any gems attached below them — drop, and you get points. When all the gems are gone, the level is cleared. You die if the gems reach all the way to the bottom of the well.

Bust-A-Move 2 is fundamentally the exact same game, with a couple of key differences. First, the well size can now be much wider, which gave the designers greater leeway in creating each level. Don't worry — in most levels there is still a 'right' way to clear it quickly — it's just that there are a lot more gems around. Second, you now choose your path through the game's levels instead of just proceeding linearly from A to B to C, etc. There are new backgrounds and music, too.

The most fun, though, is still in the VS mode (you can play the computer or a friend). Like most new puzzle games (*Baku Baku Tetris Attack*), the competitive mode allows you to send gems to your competitor's well when you complete a good move, messing them up.

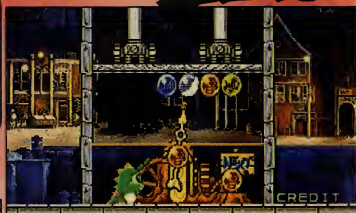
Overall, if you didn't like the gameplay of the first game, you'll want to stay away from this. If, on the other hand, you couldn't get enough of the original *Bust-A-Move*, buy this. If anything, it's an improvement on the original, although not all that much has changed. **GP**



When the dragon turns the wheel, there is a nice ratcheting sound ...



The two player game is where the real replay value comes in.



Despite the fact that you have unlimited continues, it will still take you a long time to solve this one.



When you make an excellent move in VS mode, the screen shakes, and your opponent's dragon quakes.

8

GRAPHICS

- Very cute characters, nice choice of colors.
- Not everyone is into the cutesy look.

7

MUSIC & SOUND FX

- If anything, the music and sounds are even cuter than the graphics.
- The songs stay in your head hours after playing.

5

INNOVATION

- The new playing size is really cool.
- Other than that, it's basically the same game as the first.

9

GAMEPLAY

- One of the most addictive puzzle games ever.
- Show it to your girlfriend — it has a lot of appeal for women as well as men.

9

REPLAY VALUE

- You'll be playing this forever to solve it.
- You'll be playing it months after you solve it, too.

EXCELLENT

86%



SATURN

GENRE / action

PLAYERS / 1

PUBLISHER / Sega

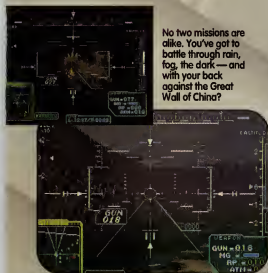
DEVELOPER / Game Arts

AVAILABLE / now

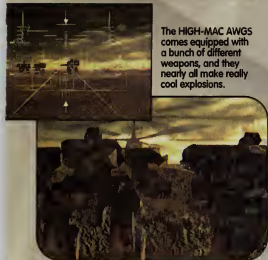
PRICE / \$59.99

GUN GRIFFON

Any game that's got large groups of huge, armored things blowing each other up is alright by me — Jeff Lundrigan



No two missions are alike. You've got to battle through rain, fog, the dark — and with your back against the Great Wall of China?



The HIGH-MAC AWGS comes equipped with a bunch of different weapons, and they nearly all make really cool explosions.

Krazy Ivan and Metal Jacket have come and gone for PlayStation, and I can't say they put much of a dent in the 'mech subgenre — especially Metal Jacket, a total piece of crap which Japan had to put up with while the rest of the world was spared. With that kind of competition, *Gun Griffon* didn't have to be anything special to climb to the top of the heap, but surprise, surprise, it's actually pretty good. Not great, not ultimate, but pretty good.

Set in the Year 2075, when the world is in constant war over the short supply of resources that are left, *Gun Griffon* puts you in the cockpit of the latest AWGS 'mech, the HIGH-MAC (AWGS, by the way, stands for Armored Walking Gun System — gotta love those Japenglish acronyms). The game takes place during a conflict between the Eurasian forces, assisted by the US, which is where you come in, and the armies of the APC (Asian Pacific Union, who I'm pretty sure were the good guys in the Japanese version).

One thing you can't complain about in this game is a lack of variety — the eight missions take place over vastly different terrain, under a number of different weather conditions, and one or two are even in the dark. There's also plenty of different mission types, from simple search and destroy to protecting a friendly structure or forces. The controls are a little tricky, but you can customize them in a number of ways, and your AWGS is extremely responsive. There's enough pyrotechnics on display to please even the most jaded action fan, there's very little pop-in, and nearly every polygon is rock solid.

So what's not to like? It's tough to put my finger on. The relatively small number of missions kind of bugs me — you could probably beat it over a weekend if you tried. The overall level of challenge is pretty steep once you get past the first two missions, and while this would generally count as a plus, playing the same mission over and over just wears you down. Also, in lieu of actually giving your enemies a coherent strategy,

for once in a game, you're not alone. There are other friendly forces on the battlefield — they're slow, stupid, and vastly under-armed, but they try hard.

Get used to seeing the 'Game Over' message (which is a little nonsensical, since you can immediately replay the mission). You've got to hammer at most missions a lot before beating them.

some missions just send wave after wave of bad guys at you. Nevertheless, I had fun with *Gun Griffon*, and it easily beats either 'mech game the PlayStation has to offer. Also, while I'm not exactly pining for it, when *Gun Griffon II* comes around, I'll happily play it, too. Check it out. **GP**

GRAPHICS

9

- Solid polygons, interesting enemy designs.
- Everything blows up real good.

MUSIC & SOUND FX

10

- The background music is exciting and almost never annoying.
- The battlefield sound FX are intense, too.

INNOVATION

8

- Only the third mech game for a console.
- Still haven't seen a console mech game get it 100% right.

GAMEPLAY

8

- Fast, responsive, and pretty tense.
- Also repetitive and just a little frustrating.

REPLAY VALUE

8

- A wide variety of mission areas keeps you interested.
- There's just not enough of the dam things.

EXCELLENT

82%

PLAYSTATION



GENRE / air combat
PLAYERS / 1/2 (with link cable)
PUBLISHER / Sony
DEVELOPER / Asmik
AVAILABLE / now
PRICE / \$54.00



The pilots who fly air combat are usually the 'best and brightest'. And then... there's, uh... me... — Bill Donohue

BOGEY DEAD

For a really long time now, I've been waiting for a true flight/sim/air combat game to make its fast and deadly way to the PlayStation. When *Air Combat* came along, I just had to get the game, strap in, and, hopefully, kick some enemy butt. While the game was pretty good, it just didn't have the right 'feel,' and so my search went on.

Along comes *Bogey Dead 6* (BD6), with its snazzy invitation to 'dance in the sky.' Well, I want to the dance and, while I had a real good time, I still gotta say that I went home alone.

This isn't to say that BD6 isn't a good game — it's a very good game. The graphics are clean and sharp, the explosions are satisfyingly crunchy and the missions are varied and exciting. So what, you may ask, is the problem? What's the dam problem??

Unfortunately, there are more than just one. For

starters, there's a real problem with speed, or should I say, the lack of it. I never got that 'boomin' and zoomin' feeling. The game is especially slow on any of the vertical commands. When I pull an Immelman, I expect to feel the fighter scream up into the sky. In BD6, it felt like I needed to get out and push the damn thing. Sometimes it seemed to take days to get to the target.

The developers also give you the opportunity to turn off the annoying, generic rock soundtrack. It's too bad they didn't give you the same option with your chicken-guano RIO. After the first few minutes of this guy screaming 'Look out! Missile on your tail!' every 30 seconds, I just wanted to turn around and fill him full of lead! It's also kinda interesting that this guy goes along with you on every flight, even when you're in a single-seat fighter.

And then there's the 'missile eye-view' camera. Evidently, this camera flies along, all by itself, just ahead

of your plane, so you can see yourself in action. Yeah... right... Who

thought this up and what were they thinking? This feature pretty much destroyed any realism the game had built up.

Still, I had a real good time with BD6. There's nothing like getting the draw on a MIG 29 and waxing his tail big time! So, until the Department of Defense is willing to give me that F-14 I asked for last Christmas, I'll get my kicks with *Bogey Dead 6*! GP

De Planes... De Planes!

Just about every fighter you could want is included. Too bad they got some of 'em rated wrong.



F4E — This Viet Nam-era fighter is rated the lowest.



F-14D — Why did they rate the F-14 so low? In real life, this bird rocks!!!



F-15E — This is basically a land version of the F-14D.



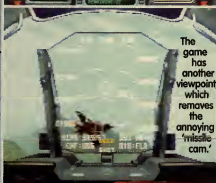
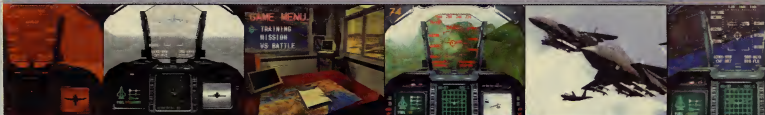
F-16C — The Falcon rules the unfriendly skies!



FA-18A — This bird has excellent fighter and ground attack capabilities.



F-22 — Fly this kick-ass prototype before the Air Force does!



GAMEPLAY

REPLAY VALUE

7

- Lots of varied missions, with increasing difficulty.
- Lack of speed and that annoying weasel in the back seat might make you think twice.

- Stuff blows up really, really good!
- Sometimes it seems to take quite a while to get to a target.

INNOVATION

8

- It's pretty darn good...
- ...but this kind of thing has been done before.

MUSIC & SOUND FX

5

- Good explosions, and you can turn off the generic rock music...
- ...but not that coward in the back seat!

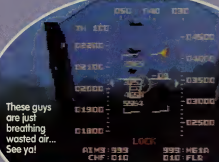
A SECOND OPINION

While I'm not the avid flight sim fan that Bill is, I can certainly appreciate his criticisms concerning speed, and the annoying co-pilot voice that simply will not stop nagging at you about enemies here and dangers there. However, not being a die-hard flight sim fan has numbed me to some of the finer points that Bill has made about the game. For example, as far as the mystery camera that floats out in front of the plane — hey, it's a videogame, I'm all for unrealistic options such as that. I mean, it's not like you have to use it or anything. All in all, I think *Ace Combat 3* is one for the positive column of PlayStation games, even if there are some quirks — Patrick



Hit 'Em High, Hit 'Em Low!

This is definitely a target rich environment!



GRAPHICS

7

- Great looking planes and targets.
- Crash scenes look kinda hokey, though.

VERY GOOD

72%

GP SPORTS



This year's E³ was undoubtedly the best show ever, with Nintendo, Sony, and Sega all firing off head-to-head-tied. This was also the strongest show for sports games ever, with all the upstart sports game developers and publishers showing their wares, not to mention a resurgence by EA Sports which should scare some of the competition. EA's 32-bit products have not been up to snuff, but this time around EA is putting its best foot forward.

The strongest sports system is definitely the PlayStation, which is getting full support from every third-party developer along with its in-house line. The Saturn did get some good news with *NHL: Power Play*, *World Wide Soccer II*, *MVP Baseball*, and *3D Baseball* making strong showings. With all the hoopla regarding the official launch of Nintendo 64, it was hard not to notice that EA and Interplay both signed on to the dream team with full intentions of making some serious 64-bit sports games. But in my mind, E³ was just another huge victory for Sony and its PlayStation sports line-up.

With all the new emphasis on sports games, the show had more sports celebs than ever before. I even got to have some dinner and chat with Kevin Greene (the insane LB of the Panthers). This month, I'm going to give you a glimpse of all the sports games at the show, as well as some hard-hitting reviews on *Triple Play '97* and *NBA Action*. Take this time to take a deep breath, because in the next several months we're going to see a frenzy of sports games unlike any seen before. I can hardly wait.

Mike



You may have noticed that Kevin Greene chopped off his hair. If he hadn't scratched on the 6-ball, I'd have been the one with the buzz cut.

WORLD SERIES '97

Sega For Saturn



The uncontested champion of last year's baseball wars is coming back for another round. This time, all 28 stadiums are going to be rendered and some more simulation features are going to be added. All that Sega had at the show was the home run derby. The game looked just like the first one (which is a good thing) and felt real nice as well. Since this was my favorite baseball game last year, I'm looking forward to getting my hands on a version of this one.

Now if Sega could get someone to make a football game and a decent basketball game, I could clear some of the dust off my Saturn.

Hard to tell much of anything from the home-run derby, but the game looked and felt real similar to last year's version.



Jose Canseco at the plate is an easy batting stance to spot—even the wiggling bat is done right.

3D BASEBALL

Crystal Dynamics For Saturn/PlayStation

For the longest time, all I've seen of 3D baseball were Silicon Graphics images, but at E³ Crystal Dynamics finally unveiled its much-anticipated baseball game. And to my delight and surprise, the game looked incredible. It's still real early and only the Saturn version was playable, but the motion-capture is easily the best in a

There are only four fictional stadiums, but as you can see, they are done in great detail.

baseball game yet. The players all have their real batting stances and swings. When Jose Canseco steps up to the plate, you know who he is right away. Crystal Dynamics did manage to get the player's license, but without a MLB or any real stadiums (only four altogether), it's a step behind the competition. Granted, the stadiums that are in the game look incredible with tons of detail. The game played smooth, although many gameplay elements hadn't been implemented in the early preview version.

I had basically written off 3D Baseball two months ago, but what I saw at the show gives me renewed hope that 3D Baseball really could be in the permanent race. Other highlights of the game were the amazingly real textures for uniforms and the bat, and some more great motion-captures of the fielders and baserunners. Keep your eye on this one—it could be a bit of a surprise.



The sliding and tagging are beautiful to see and the calls are accurate as well.

There isn't much to the hitting or pitching, but if Crystal can tune the game a bit more, it's going to be a great product.

OUT



MVP BASEBALL

Data East For PlayStation/Saturn

Data East's booth was basically a showcase for MVP Baseball. The game is still real early, so playing it wasn't really an option. According to the developers, all the animation, graphics, and gameplay are done now. All that's left is to squeeze it all onto the PlayStation and Saturn.

This is definitely the darkhorse for baseball game of the year, and I'm expecting nothing but great things out of the developers at Blue Sky. More on this title next month.

The players look great from far away and close-up, but the developers are still trying to find a way to get the camera in closer more often.



MADDEN '97

EA For PlayStation



If you remember the screens from last year's attempt, then you'll notice some serious differences. Numbers on the players are definitely a nice touch.

The biggest name (and waistline) in sports videogames is easily Madden and, after last year's effort was cancelled, EA reassigned the project to the development team, Tiburon. Behind closed doors at EA's booth, I got a chance to catch a glimpse of the new Madden and I must say I was impressed. The game is still real early, but it already blows away the trash EA nearly released last year.

Madden '97 was easily the talk of the show as far as sports games are concerned and almost all of the response was good. The players are now smaller, but they look more like football players and move real smooth. The emphasis has been placed on gameplay this year, rather than FMV and audio tricks. The game is still going to feature FMV and Pat Summerall play-by-play, but it was nice to see that they aren't even going to start implementing that fluff until the game is right. This year's Madden is going to have a much improved control over the defense. The developers remembered the defense of the earlier Maddens setting it apart from some of the staler new versions, so much time has been spent tuning the defensive AI. Tipping passes, rushing the passer, and plugging the hole on the run have all become integral parts of the game. Don't worry, the developers are spending plenty of time on the offense with an even bigger playbook. EA hopes its product will outshine competition like Gameboy because of a much improved passing system and the focus on defense.

As per usual, Madden '97 includes all the players, teams, stats, and features you would ever want. The most impressive new feature is the way the game flashes stats on the screen. For example, as Brett Favre heads to the line of scrimmage, a well presented box shows you what he's done for the day. It's little touches, like the updated stats, that really set EA's products apart. If the game continues to go on as it has so far, then Madden could be ready to take back the Lombardi trophy from Gameboy.

Great looking front and screens are only nice if the game lives up to them, and this time around Madden is heading in the right direction.



The Saturn version isn't coming along as fast as the PlayStation, but we did manage to get these two shots. Doesn't look near as good, but it is behind in development.



The new animations in Madden '97 put you right over the goal line!



I long for the time when Madden was synonymous with staying up all night just to get through a season. This could be the first Madden I've felt that way about since '93.



TRIPLE PLAY '97

System: **PlayStation** • Publisher: **EA**
Developer: **EA Canada** • now available • \$55

During EA's long line of sports gaming dominance, baseball is the only sport it hasn't captured. Last year's *Triple Play* for the Genesis was its best effort yet, but it still wasn't strong enough to outdo *World Series '95* by Sega. This year, EA hopes to change all that and, from what I've seen, this could be the year.

Triple Play '97 is the best-looking baseball game I've seen so far. With nine other baseball titles coming to the PlayStation, *TP* is a step ahead with graphics that have not been matched. Every major league park is recreated in such amazing 3D detail that you can almost smell the hot dogs. Everything from the signs on the fences to the location of the scoreboard and even the buildings in the background are right on the money. The players are rendered sprites, complete with jersey numbers on their backs. The players aren't as nice as some games, but really meld well with the 3D stadiums, thanks to some beautiful shadows. I played this game on a Sunday night and turned back to watch *Sunday Night Baseball* on ESPN. Both games (*TP* and reality), were being played in Camden Yards and it wasn't easy to pick out which game was reality. However, *TP* isn't just a visual treat — the sound effects and play-by-play are smooth and a big jump from many other games. The announcer is right on the money, with nearly every call announcing things like, "Ripken is one for three on the night. In the second, he drove in a pair of runs on an RBI double. Amazing attention to detail and the fluency of the voice make the announcer a part of the game rather than a distraction.

In true EA tradition, *Triple Play* isn't just flashy, it's loaded with all the quality gameplay and simulation features you've come to expect from an EA product. The MLB, MLBPA, and Stats Inc. licenses insure that all the players, teams, and stadiums in baseball are present and accurately depicted. The season mode is done the right way. You can choose one to six teams to lead through the rigors of a Major League season. There's no painful checking off each game — the computer simulates every game automatically, until one of the player-controlled teams is supposed to play. The statistical package is complete and presented in a sharp, easy to use manner. For example, each time a batter comes to the plate, his current average, HR's, and RBI's are flashed on the screen very similar to what you'd see on TV. The players also go through hot and cold streaks as the season moves on, adding a great deal of strategy to the game. As a simulation, there really isn't another baseball game as enjoyable as *TP*.

Triple Play's got all the trimmings, but how does it play? As an arcade game, *Triple Play* can't match up to the total control in *Bottom Of The Ninth*, but there's still plenty of arcade-style action. The batting puts you in total control of real life players (probably more control than they have), allowing you to hit the ball where you want and whether it's on the ground or in the air. By opening and closing the player's stances, you set them up to hit to right, center, or left. Then, as you hit the ball, pressing up gives a better chance of a fly ball and down gives a better



That's funny! When I played baseball with Derek Jeter in *High School*, he was whiffed. One of the few mistakes in *Triple Play*, but still a mistake.

chance of a grounder. On top of that, you can choose an aggressive swing for more power, or a more compact swing for better control. On the mound, you don't get as much control. You have a choice of fastball, changeup, curveball, screwball, forkball, slider, and knuckler. Most pitchers are only good at a couple pitches, so the key is to find what their best pitch is, then stick with those. Aiming the ball is done by touch, but the lack of an up or down option really limits what a pitcher can do. Once the ball is put into play, the fielding is done in a pretty traditional manner. A cursor shows up letting you know where the fly balls are going to land. The one new twist is that the fielders have speed bursts to help them chase down fly balls. All the fielding is done reasonably well, but the players are real small, which can make judging where they are in relation to the ball real difficult. One great feature is the eight player option.

With two multi-taps, several controllers, and several friends, *Triple Play* can be a great party game.

The slicing ball down the foul line, the perfectly executed hit and run, and the lights of a night game in Yankee Stadium are all in *Triple Play '97* and that's why it's the early favorite for best baseball simulation.

The arcade play of *Bottom Of The Ninth* is still the best, but for the complete package you can't go wrong with *Triple Play*. Next month I should be able to give you the lowdown on Sony's *MLB Pennant Race* and put all the baseball games up head-to-head.

A wide variety of views give you a chance to see the game from nearly every angle, but the automatic camera always gives you the best view for fielding.



One awesome touch is the slicing line drive — simply incredible.



The presentation is awesome, from the way the stats flash on screen, to the between innings score updates, and, more importantly, there are no loading times.

Fenway, Camden Yards, Yankee Stadium, Wrigley Field, Tiger Stadium, and even the Astrodome are perfectly rendered in 3D, along with the other 22 ballparks.

9 GRAPHICS

10 MUSIC & SOUND

8 INNOVATION

8 GAMEPLAY

10 REPLAY VALUE

89%
EXCELLENT

NBA ACTION

System: Saturn • Publisher: Sega
Developer: Gray Matter • now available • \$55

Saturn owners have been suffering for way too long without a decent football, basketball, or hockey game. Virgin's *Power Play* takes care of the hockey problem, but can *NBA Action* take care of the basketball dilemma? The 16-bit version of *NBA Action* had their share of flaws and unfortunately, so does this version.

Despite some serious graphical and gameplay let downs, *NBA Action* is one of the most revolutionary basketball games to date. The developers obviously put a lot of thought into how to create a basketball game that really gives the player control. Fade-aways, hooks, banners, drawing a charge, and reverse lay-ups have been in other basketball games before—the difference is that, in *NBA Action*, you make it happen. Rather than hoping the computer will make your player shoot a fade-away, you have a button that allows you to fade. This total control is definitely the saving grace of *NBA Action*. Without these features, *NBA Action* would simply be another poor basketball game.

I really wanted to like *NBA Action*, but every time I started to warm to the game,

something else would put me off. The first thing you notice is that the game is very ugly—the colors and textures are "dirty looking" and the polygon players can't compete with those in *Shoot Out* or in *The Zone*. The music is decent, but the sound effects are average at best and the commentary of Marv Albert is occasionally entertaining, but usually annoying. If *NBA Action* were only lacking in the aesthetics department then it could still be a good game. Unfortunately, *NBA Action* also has problems with gameplay. The first problem is that in an eight minute per quarter game (4 minutes shorter than the actual NBA), the scores usually wind up something like 178-175. There are offensive plays, defensive plays, and match-up strategies, but none of them really seem to matter, since driving to the hole and dunking is anything but challenging. The real challenge in a two-player game is who can hit more 3-pointers, because that's who'll win. Much like Gray Matter's *NHL All-Star Hockey*, there are a plethora of views, but once again, there isn't one view that works real well. The default view is playable, but coupled with the muddled graphics it can be real hard to tell what's going on.

In the basketball genre, videogames have been in a bit of a rut, with nothing really new except for some flashy graphics. That's why I give Gray Matter high marks for trying some new things in *NBA Action*. It's just too bad that the innovations couldn't have been used to make a better game. *NBA Action* is the only basketball game on the Saturn with real players and complete stat-tracking, but I'd still rather play my Genesis version of *NBA Live '96*. However, I do have some hope for next year's version of *NBA Action*.



One serious announcer flow occurred when Luc Longley slammed home this dunk and Marv Albert said, "Yes, the man can fly!"



The ability to post up Roster Guard (Jordan), turn and fade-away is awesome and one of the few bright spots in *NBA Action*.



There are some nice dunk animations, but the camera never draws you in close enough to make an impact.

6 GRAPHICS

7 MUSIC & SOUND

10 INNOVATION

6 GAMEPLAY

7 REPLAY VALUE

66%
GOOD



Where's the ball? Where am I? What the hell is going on? Some muddled graphics cause confusion and look real bad as well.

Maybe another four months would've allowed the developers a chance to put all the pieces into place, but as the game stands it just doesn't cut it.



NHL '97

EA For PlayStation

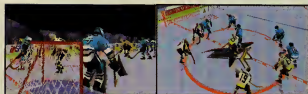
Behind those same EA closed doors, I also got a chance to look at the 32-bit version of the best hockey series ever. Since last year's PlayStation NHL '96 was cancelled, quite a bit has happened in the hockey world. The Red Wings have choked twice and Powerplay '96 became the best hockey game around.

EA knew it couldn't just come in with a so-so upgrade from its classic Genesis game, so NHL '97 had to be reborn. The first and most notable difference is that EA is using polygon players for the

first time in a console sports game. While companies like Konami and Sony have been pushing polygons to the forefront, EA has continued on with its classic sprites. This time around, EA finally gave in and made a polygonal hockey game. The polygons are much smoother than we've seen in other games, but still look a little weird.

I saw and played a 30% version and it felt pretty good. There were some lags in control, but that's to be expected from such an early version. The question remains whether NHL '97 is just going to be NHL '96 with polygon players or will it make the jump in gameplay that Virgin did with Powerplay '96. So far, it plays just like NHL '96, which is by no means a bad thing, but with the steps forward Powerplay took, there really isn't any time for EA to look back. I'm looking forward to getting more time with this game, and since I've played more games in the NHL series than any game ever, I'm definitely interested in how NHL '97 will turn out. Look for a follow-up feature on this game in a future issue.

Some real nice texture-maps of the uniforms and some smooth polygons give NHL '97 a decidedly different look.



If the gameplay elements can be upgraded like the graphics, then EA could get back into the game.

GRETZKY 64

Williams For Nintendo 64

Nintendo has never been known as a sports system. The Super NES was a better system than the Genesis in nearly every facet, with the exception of sports games. It's not that the Nintendo 64 isn't capable of great sports games, it's just that Nintendo has never put much stock in the sports genre. Maybe this time around, Nintendo has learned. The first sports game to appear on the 64 is Gretzky 64 from Williams. The Great One has had several unsuccessful hockey titles in the past, but with the raw power of the 64, it's hard not to get excited about this game.

The game is still real early and at the show you could only play three-on-three (although five-on-five is planned). At first glance, the game doesn't look like much, but playing it is actually quite fun. I don't expect Gretzky 64 to reinvent the hockey game, but perhaps it'll open the gates for some other sports games on the 64. Let's hope.

The game was only three-on-three, but the play was fast and furious.



These early shots of Gretzky 64 show some decent looking players, but the animation was still a bit choppy.



GAMEBREAKER

Sony For PlayStation

After the enormous success of *Gameday*, it is no surprise that Sony would tweak the same engine for a college game. What is a bit of a surprise is how well it's done. All the division one teams, new playbooks, and gameplay that is even better than *Gameday* are here. This could very well be the ultimate college football game. It continues along at this pace.

Looking at *Gamebreaker* also gives us a little hint as to what to expect from *Gameday '97*. And if *Gamebreaker* is really any indication, then it's going to be a glorious year for gridiron fans.



It may look just like *Gameday*, but the play is even tighter.

The inclusion of over 100 college teams ensures that nearly everyone's favorite team is in the game.



MLB PENNANT RACE

Sony Interactive For PlayStation

Sony's major sports product at E3 was definitely *MLB Pennant Race*. The reaction of those who got a chance to play it wasn't all that positive, but the game is still far from finished. The only part of *Pennant Race* that appeared to be finished were the interface screens and they looked real nice. The play is still real choppy, but the developers in San Diego assured me that they were going to create the same quality of game that they did with *Gameday* and *Face-Off*. With their impressive track record, I tend to believe them.

There's no doubt *MLB* has all the makings of a great baseball game. All the players, stadiums, options, and stats are in place. *MLB* definitely borrows heavily from *World Series* for the Genesis in terms of gameplay, but if you're going to copy a game, it is wise to copy the best (and most people still find *WSB* to be the best baseball game ever). The graphics are sharp, but don't yet have the detail and realistic look of *Triple Play*. That's the best of my *Triple Play*s, *MLB* comparisons until I get a finished version of *MLB*. After all, comparing a preview copy to a review copy is kind of like comparing apples and oranges.

All you really need to know is that the game was still real early as of press time. Next month, I'll give you a hold-barred review and comparison, so that you'll know where your gaming dollar is best spent.

None of the play elements were in place of the show, but these screens at least give you an idea of what the game is going to look like.



The stadiums are all here and they look real nice, but don't have near the detail of *Triple Play*.



The players have an almost cartoony look to them which I'm not sure I like.

NFL Full Contact

Konami For PlayStation

Konami's booth featured Playboy centerfolds, scantily clad women, and, oh by the way, some new sports games. *Full Contact* was scheduled to make it out by last season, but after numerous delays, it was finally canned. It's back again for this season and looks to be pretty far along. The players are real pixelly and the graphics don't compare well with the competition, but the key to Konami's sports series thus far has been some real solid gameplay. If the gameplay holds up to the standards of *Bottom Of The Ninth*, then I'll be mighty impressed.

Not the prettiest of football games, but if it plays real tight, that doesn't matter as much.



WORLDWIDE SOCCER II

Sega For Saturn

Well, *Worldwide Soccer* came out as the Saturn launched and, while it wasn't the prettiest soccer game, it was a fun little game. *WWSII* is such an improvement over the original that they should have called it *Worldwide Soccer V*. The version I've been playing is only about 80% and it's in Japanese, but it's still the best soccer game I've ever played. The players look and act more realistic than in any sports game, and the play is so tight and easy to control that even those who aren't soccer fans will appreciate this game.

For the first time in a soccer game, the footwork has been captured beautifully. No longer does the ball magically stay stuck to the end of your player's foot. Now the players kick

the ball from foot to foot, back-heel passes, bicycle kick, and perform the most amazing headers you'll ever see. I could go on about this game forever, but I'll wait until next month when I get an American version in. Be warned, soccer fans, *WWSII* is going to be a game you must have in your library.



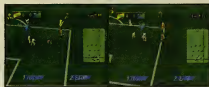
Just check out some more of these motions. They're great to watch and easy to control.



Every little piece of foot work is perfectly captured.



Even the back heel pass is done beautifully.



Taking the ball in the corner, lofting up a cross, and heading toward the net is done better than in any other soccer game.

ALSO SHOWN

Other games that were also on display at E3 are shown below. When I get more on these titles, I'll be the first let you know what they're like.

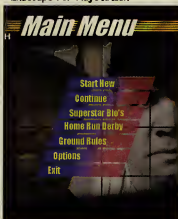
FRANK THOMAS 'BIG HURT' BASEBALL

Accolite For PlayStation/Saturn



AARON VS. RUTH ALL TIME SUPERSTARS BASEBALL

Mindscape For PlayStation



NCAA BASKETBALL FINAL FOUR '97

Mindscape For PlayStation



ADDIDAS POWER PLAY SOCCER

PsychosisFor PlayStation



PGA TOUR '97

EA For PlayStation



NCAA FOOTBALL SATURDAY SHOWDOWN

Mindscape For PlayStation



DREAM 18

Mindscape For PlayStation



QUARTERBACK CLUB '97

Accolite For PlayStation/Saturn

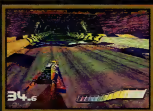


NOW PLAYING

Ricky Dotsen, of *Alkal*, *WV* knew that the earliest use of the name 'Routentooten' was in a Three Stooges movie. Ricky wins the 'I Know That Movie' contest, and its wonderful prizes: the famous clear briefcase and the Red Fish, as seen in the Subscriber's Newsletter (oh, and a game, too!)

Wipeout

SONY INTERACTIVE
FOR PLAYSTATION
Review, 8/11



From sizzling start to frantic finish, *Wipeout* is a joy to behold. This game is, by itself, reason enough to own PlayStation. You need this game!!!

OVERALL 95%

BladeForce

STUDIO 3DO FOR 3DO
Review, 8/12

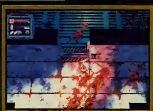


Strap on your hell-pak and fly around a huge city, blowing stuff up! Great graphics and gameplay make this one a must-have! What a game!

OVERALL 95%

Loaded

INTERPLAY FOR
PLAYSTATION
Review, 9/1



OK, so you're locked in this asylum and all you've got is a really big weapon! So you just do what comes naturally! KILL 'EM ALL! YES! This game rocks! Get it!!!

OVERALL 91%

Do you agree with our reviews? If not, we want to hear from you. Write to: You Got It Wrong: Game Players; 150 North Hill Drive; Brisbane, CA, 94005 and tell us what you think was wrong with the review, the score the game should have received, and why. You won't win anything, except 15 minutes of fame. Oh, well... GP

denotes games reviewed last month

ALIEN TRILLOGY

Acclaim for PlayStation; review, 9/85

This is Acclaim's first entry into the 3D genre. How'd they do? Pretty darn good! The game has a great camera swing, that makes it look like you're really there. **ALIENS RIPPED MY FLESH!** (Cue...)



OVERALL 91%

ALONE IN THE DARK

THQ for Saturn; review, 9/97

While this is actually *Alone in the Dark 2*, consider it the first, since the original never came out for Saturn. However, if you compare this with *Resident Evil*, this game begins to show its age. While the graphics may be new, the game isn't.

OVERALL 79%

ARCADE CLASSICS

Sega for Genesis; review, 9/87

Probably the best point one could make for this game is that when you want to play it, you don't have to shove a quarter into your Genesis. Basically, this is a tragic attempt to cash in on the current retro craze. Shine this one.

OVERALL 32%

ASSAULT RIGS

Sony Interactive for PlayStation; review, 9/93

How, do you remember *Tomb Raider*, this game is kinda like that movie. Drive your tank through a whole bunch of different mazes, shooting up the bad guys! The only bummer is that the mazes aren't very interesting at first. Oh, well. This is still really cool.

OVERALL 78%

ATTACK OF THE MUTANT PENGUINS

Atari for Jaguar; review, 9/93

The premise here is simple: ALL MUTANT PENGUINS MUST DIE!! Get it? Good. What makes this game fun is the many different ways you've got at your command to snuff the little rotters! Remember, the only good penguin is a dead penguin! This is cool!

OVERALL 88%

BASS MASTER CLASSIC: PRO EDITION

THQ for Super NES; review, 9/97

Surprise, surprise, surprise! This fishing sim is really fun to play, and does have its challenging moments. All this game is missing to make it perfect is a recall up-back! The Mode 7 is very well done and the graphics are beautiful.

OVERALL 80%

BATTLE ARENA TOSHINDEN 2

Playmates for PlayStation; review, 9/96

While this sequel is definitely a step in the right direction, it never generates quite the level of excitement that the original did. It plays well, but does suffer from choppy animation and occasionally sluggish controls. Still well worth it, though!

OVERALL 83%

BATTLE ARENA TOSHINDEN REPLIC

Sega for Saturn; review, 9/96

This version of the astounding fighting game does have a few drawbacks. The graphics suffer from heavy pixelation at times and the sound effects aren't really all that convincing. The game does have one new character named Cupido.

OVERALL 81%

CENTER RING BOXING

ARC for Saturn; review, 9/93

While this type of game isn't as popular as fighting games, boxing games do have their fans. This game allows you to customize and train your boxer and then turn him loose in the ring, where he will probably suffer some kind of brain damage! It's a good game.

OVERALL 79%

WHAT YOU THINK

You guys were right on with your Revolution X review! It really sucks! The graphics suck. The music sucks! I would have given it 2%!

—Matt Beall,
San Bernardino, CA

CLOCKWORK KNIGHT 2

Sega for Saturn; review, 9/94

This is an extremely well done game with only one problem: there are only 12 types of enemies in the whole game! Other than that, this disc has a lot of goodies on it, including the original *Clockwork Knight* game. How can you lose?

OVERALL 79%

COLLEGE SLAM

Acclaim for Super NES; review, 9/94

OK, what we got here is *NBA Jam*, only with college players. While you can enter your own names for players and edit their stats, the players pictures aren't available to change, so you never quite get the feeling of being the actual college team. It's your call.

OVERALL 69%

CONGO

Sega for Saturn; review, 9/96

What you got here is possibly the ugliest 32-bit game ever devised. Add to that the fact that the frame rate is poor and the controls are really sloppy. I seem to recall playing this game as a graphic adventure on my old Commodore 64 about ten years ago.

OVERALL 59%

CREATURE SHOCK

Data East for PlayStation; review, 9/95

This game is a track-based shooter with lots of FMV sequences, we guess that all you'd want to say about this title is *RUN AWAY! RUN AWAY!* This game could have had some potential, but what little it had was destroyed by a lackluster effort. Avoid this one!

OVERALL 28%

CYBERBULLDO

Panasonic for 3DO; review, 9/95

While this game does have a sense of humor that will keep you amused for about five minutes, the control is really loose and the graphics are far from being on the cutting edge. If you like plungers and bathroom humor, then this is for you.

OVERALL 63%

CYBERIA

Interplay for PlayStation; review, 9/93

This graphic adventure is a kind of transition point between what this type of game was and what they can be someday! While the graphics are really sweet, having to follow a linear storyline kinda sucks. Someday, these games will rock! This one just kinda rolls.

OVERALL 70%

D

Acclaim for Saturn; review, 9/93

This version of the ever-popular scary game has been improved. What that means is that they've tried to fix some of the problems inherent in the 3DO version, and pretty much failed at it. It's still a really scary game, though. It's just a bit slow!

OVERALL 79%

DARIUS GAIDEN

Acclaim for Saturn; review, 9/94

This is a locally unimpressive 2D shooter. If it weren't for the fact that you get to pick which level you get to play next, and those really big, fish-like bosses, this game would be a total loss. If you like 16-bit-style shooters on your 32-bit system, go for it, otherwise...

OVERALL 53%

DARK STALKERS

Cascom for PlayStation; review, 9/93

This is probably the best 2D fighter out there, but let's face it — IT'S A 2D FIGHTER! In this day and age of 3D fighting games, how much life can be left in the old genre? Still, this is arguably the best 2D fighter out today. It's still worth a play.

OVERALL 71%

DEFENDER 2000

Atari for Jaguar; review, 9/93

With its old gameplay, this game was once the champion of the arcades. Now, it's still got solid gameplay and it's still fun as hell! Along with the original game, there are two other versions with better graphics, but the original is still the best!

OVERALL 81%

DESCENT

Interplay for PlayStation; review, 9/94

If it weren't for the fact that the graphics really hadn't been updated from the PC to a 32-bit console, this game might have gotten an ultimate award. This claustrophobic, disorienting game is really a host! The mazes will give you crazy! Get this one!

OVERALL 84%

EARTHWORM JIM 2

Playmates for Saturn; review, 9/95

While this game doesn't do anything to remind the player that this title is on a Saturn, all of the original zany humor is still here. If you haven't got this one yet, then it's definitely worth a shot, but if you own the 16-bit version already, pass it by.

OVERALL 81%

NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING

DKC2: Diddy's Kong Quest

NINTENDO FOR SUPER NES
Review, 8/12



WORLD SERIES BASEBALL

SEGA FOR SATURN
Sports, 8/12



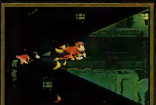
EARTHWORM JIM 2

PLAYMATES FOR GENESIS
Review, 8/12



SEGA RALLY

SEGA FOR SATURN
Review, 9/1



Diddy's back—and he's got a girlfriend! This game is even better than the original DKC! This title is more fun than a barrel of monkeys! Yow!

Overall 94%



This is the best baseball game ever made! The US version of Japan's *Greatest Nine* rocks the house with great graphics, killer gameplay and amazing announcers!

Overall 97%



That lanklost of Texans is back, with more of the zany antics that made the original so popular. This game is great! What are you waiting for? Go get it!

Overall 92%



What we've got here is a near-perfect copy of the arcade smash! All of the cars, tracks and action are captured here for the home console. Yes!

Overall 92%

F1 CHALLENGE

Virgin for Saturn; review, 9/7

This is just possibly the finest racing sim available for any system. You'll need to know kinesia driving, as well as when to pit for fuel and tires. With three actual Grand Prix tracks and three fictional ones, and 23 competitors per race, this is one hot game!

Overall 87%

GEX

Crysal Dynamics for PlayStation; review, 9/3

If you're looking for a side-scrolling game for your PlayStation, then this is it! This is a straight port-over from the 3DO, without any secret stuff added in. It might also help if you're a big Dana Carvey fan, since he does the lizard's voice...

Overall 81%

GUARDIAN MERGES

Sega for Saturn; review, 9/7

Any game that is set to you play as a diminutive bunny rabbit who makes major butt is a sight to behold. With 3D gameplay and the ability to have up to six fighters on the screen at the same time, this title is one that you'll never get tired of. You need this!

Overall 86%

HANG ON GP

Sega for Saturn; review, 9/3

While there is next to no draw-in and a total of six different tracks, this game suffers from really blocky graphics, especially in the way the cycles and their drivers look. Other than that, this is a good addition to anyone's Saturn library!

Overall 81%

IRON STORM

Working Designs for Saturn; review, 9/5

Now you can fight World War II all over again, from any angle! This strategy game has some great animations that, while adding graphic goodness to the game, slow it down somewhat. Still, this is a must!

Overall 95%

KING'S FIELD

Asac Entertainment for PlayStation; review, 9/3

This game is a very entertaining mix of action and RPG! Stalk the dark halls in search of weapons, fantastic treasures and monsters galore! Unfortunately, this game also has a hard time deciding which type of game it wants to be... But, it's still very cool!

Overall 84%

KRAZY IVAN

Sony Interactive for PlayStation; review, 9/4

Who's got complete control over a 70-ton mechanized warrior, loaded to the gills with all kinds of deadly weapons? Why, Ivan does! AND HE'S CRAZY!! This is a beautiful, fluid game that is just a bit too short, sadly. Give it a try!

Overall 82%

LUCIE'S QUEST

Panasonic for 3DO; review, 9/4

Everything about this RPG is so average. Well, OK, the graphics are kinda cool and the soundtrack is full, but everything else is just plain average. It only took Jeff nine hours to beat this game and he says he didn't have any fun. Like we said—average.

Overall 54%

LUPA II: RISE OF THE SINISTRALS

Notsume for Super NES; review, 9/6

Well, what do you know? Here's a 16-bit RPG that could very well lay claim to the coveted title of the Next Great RPG. This game delivers a huge story coupled with a true RPG point system for combat. A true 32-bit RPG is really needed, but this is a great title!

Overall 85%

MAGIC CARPET

Electronic Arts for PlayStation; review, 9/5

This game is kind of like *Papoules* with wings. Zoom over the terrain on your magic carpet, casting spells, building castles and just plain blasting the heck out of everyone you don't like. What more do you want? Go get this game!

Overall 84%

WHAT YOU THINK

You guys are bonehead! Mortal Kombat and 77% don't mix. If you guys smart, I'd buy some brains and change that rating. (Bill)—You'd better follow through with the first part of that plan, and quickly!

—Chris Price, Phoenix, AZ

MISSILE COMMAND 3D

Atari for Jaguar; review, 9/3

Most of the really cool games for the Jaguar have been re-issues of the old games of yesteryear and this is no exception. The really cool game in this package is the VR game. With its bosses and its real 3D look, this game has it all!

Overall 83%

MOHAWK AND HEADPHONE JACK

Black Pearl Software for Super NES; review, 9/5

If taking control of a little creepy-looking naked dude with a long green mohawk sounds like fun to you, then you're definitely in need of help! Seriously though, with lots of things to explore, fast gameplay and constantly changing gravity sources, this game rocks!

Overall 71%

MUSEUM CLASSICS VOL. 1

Namco for PlayStation; review, 9/4

The best part of this disc is the fact that seven games—even if they're not all that great—are still better than just one game on a disc. Unfortunately, only four of the seven games here are worth coming back for. Oh, well. *Pac Man* is still fun.

Overall 66%

NEED FOR SPEED

Electronic Arts for PlayStation; review, 9/5

Man! This game is fun! When I borrowed it for the weekend, I couldn't keep the neighbors away! With its beautiful graphics, huge tracks and a two-player option, this title has it all for racing thrills and excitement! You gotta check this one out!

Overall 84%

NIGHT WARRIORS

Capscom for Saturn; review, 9/5

While this game is a 2D fighter, it has a lot going for it! Tons of fighting strategies, really responsive controls, cool new moves, well-developed characters and extremely smooth animation make this game a winner!

Overall 82%

OLYMPIC SOCCER

U.S. Gold for PlayStation; review, 9/7

Usually, any game with all Olympic license means hours of 30-second gameplay and an early tip to the back of the game closet, but this title, with its four player option and enhanced control, actually turns out to be a lot of fun.

Overall 83%

OLYMPIC SUMMER GAMES

Black Pearl for Super NES; review, 9/7

If you read the preceding review, then you're gonna know what we mean when we say this one is due for the tip to the back of the game closet. Instant button mashing, coupled with a really lame awards ceremony, leaves this one lacking.

Overall 57%

PANZER DRAGON II ZWEI

Sega for Saturn; review, 9/6

What's not to like in this fantastic sequel? Great graphics, astounding symphonic soundtrack, the evolving dragons, huge levels, alterable paths and the fantastic storyline make this title a winner!

Overall 90%

PHILOSOPHA

Sony for PlayStation; review, 9/3

This is a split-beam shooter. There will be lots of tendon-damaging turns and thumb-bruising button mashing. Some people think this is fun. In fact, some people thought this was fun for years, which is why the designers haven't ever changed the game. Oh, well.

Overall 55%

PSYCHIC DETECTIVE

Electronic Arts for 3DO; review, 9/3

Trent Ward said that this game was about as much fun as a Love, American Style marathon. Actually, this game is only slightly more fun than a multiple root canal. You'd be better off just leaving this one all alone on the shelf.

Overall 28%

RAVEN PROJECT

Mindscape for PlayStation; review, 9/5

Before you start to play this game, get yourself a bag of popcorn and a big Coke. You're gonna need the supplies to get through the very long, poorly acted FMV intro sequence. The list of what's wrong with this so-so game is kinda long.

Overall 52%

RESIDENT EVIL

Capcom for PlayStation; review, 9/4

Sing along, everybody! Blast those zombies in the head. Oh, doh, doh! Make sure that they're good and dead! Oh, doh, doh! Now, repeat after me! I NEED THIS GAME. I NEED THIS GAME! This rocks!

Overall 92%

NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING

VIRTUA FIGHTER 2

SEGA FOR SATURN
Review, 98%

There's many very good reasons why this game has been given our highest score ever! If you own a Saturn and you don't buy this game, you're just plain stupid!

OVERALL 99%

BUYING BY MAIL

Buying by mail is dead cheap. But to make mail-order as painless as walking into a store, take a few precautions and follow these tips...

• First, read the ad carefully, including the small print. Check to see how long it takes for delivery. Mail-order companies often take 4-6 weeks to fulfill orders, so make sure you give them that much time.

• Check out the company. Have any of your friends used it before? What kind of service did they get at the time? If necessary,

contact the Better Business Bureau (use the one located in the same city as the mail-order company). Better Business Bureau log complaints against companies and can tell you the types of problems — if any — that have been encountered. Look in the Yellow Pages for the BBB's telephone number.

• Contact the company to check on availability. They may be offering *Mk II*, but that doesn't mean they're expecting it next week. Companies never get products before they're available in stores unless they're selling foreign versions. Don't send your money without giving them a call.

• If possible, pay by credit card. For one reason, credit cards aren't charged until the

merchandise is sent. And if you don't receive your goods, the credit-card company is responsible for refunding your money or crediting your account. If you don't have a credit card, use a personal check and consider mailing it by registered delivery so it can be traced. Never send cash through the mail. Be wary of money orders, — they can be hard to trace.

• Once you've ordered your game, rates, it'll be sent out within the stated delivery time. DON'T call the mail-order company every day to find out what's happening.

• Inspect your order as soon as it arrives. If it's incorrect or the product(s) is defective, file a complaint with the mail-order company immediately. If it has been damaged in shipping,

contact the postal service that delivered it. Use recorded delivery on your returns.

• Some companies offer a trading option so you can send them your old games for a discount on new ones. If you use this service be sure to use some form of recorded delivery.

We can't guarantee the reliability of any mail-order company. If anything goes wrong, contact the mail-order company. Your contract is with them — we have no record of your dealings, so we can't help. Most mail-order transactions are trouble-free. But if you've experienced problems with companies advertising let us know by writing to: Customer Service; 150 North Hill Drive, Brisbane, CA 94005. We don't want to deal with disreputable companies any more than you.

RETURN FIRE

Time Warner Interactive for PlayStation; review, 96%

Remember when you used to play with those little toy soldiers? Well, this is just like that, only it's more fun! You can spend hours blowing your friends to kingdom come! Heck, even the one-player game is a ton of fun! Yeah!

OVERALL 83%

RISE 2 RESURRECTION

Acclaim Entertainment for PlayStation; review, 98%

OK, here's what you can do for yourself a couple of tractors. Electric can openers will do, also. Take one in your left hand and one in your right. Bash them together as hard as you can. You will now be having more fun than if you played this sorry savel!

OVERALL 37%

ROAD RASH

Electronic Arts for PlayStation; review, 96%

If you've never played this game on any of the millions. Oh alright, hundreds, of systems that it's been on before, then you should definitely go out and get it! Otherwise, it might be a good idea to just pass this one by!

OVERALL 73%

ROBO PIT

T-HQ for PlayStation; review, 98%

Build yourself a robot, include the latest in weaponry and then send your little tin buddy out to do battle. The really cool part is that, if you win, you get to rip off your opponent's arms and use 'em yourself. This is great fun!

OVERALL 75%

ROMANCE OF THE THREE KINGDOMS IV

Koei for PlayStation; review, 98%

This is Koei's first attempt at a 32-bit game. While there is no great leg in gameplay, there are some very nice beginner-friendly features, as well as the usual devotion to detail that Koei always brings to the gaming table. Go for it!

OVERALL 82%

SHELLSHOCK

US Gold for PlayStation; review, 98%

While this game does have kind of a 'Boyz in the Hood' meets 'Patriot' mentality, there is a lot of fun to be had here, blowing stuff up real good! This game has it all — great explosions, awesome sound effects, and lots of levels! Yee-haw!

OVERALL 78%

SHINING WISDOM

Sonicel Software for Saturn; review, 98%

Well, this game isn't so much an advance in the 32-bit RPG genre, but it's still a pretty good game. The music and sound effects are kinda klunky, but the storyline makes this one worth the price of admission. Give it a shot!

OVERALL 73%

SILVERLOAD

Vic Tokai for PlayStation; review, 94%

Yee-haw! What could be cooler than a horror/western game? Try to keep body and soul together as you try to find out who's been stealing all the settlers' children. Kick-ass graphics and really great creepy atmosphere make this a winner!

OVERALL 83%

SKELETON WARS

Playmates for Saturn; review, 98%

This is really weird... You've got a 2D, side-scrolling game, but the world that it takes place in is 3D! In fact, the graphics are really beautiful and the music and sound effects really set the mood. It might even be fun! Give it a shot...

OVERALL 79%

SOLAR ECLIPSE

Crystal Dynamics for Saturn; review, 98%

While this game doesn't exactly set off a whole bunch of bells and whistles, our reviewer found it interesting and challenging. In fact, he kept going back for more! So give this title a try! You won't be disappointed at all!

OVERALL 73%

WHAT YOU THINK

You guys should have gave Tekken a 100%. Tekken's the coolest game ever. (Bill — 'Should have gave?' Uh, are you related to Chris Price, by any chance?)

— Draw Bunch, Burbank, CA

SPIDERMAN: WEB OF FIRE

Sega for 32X; review, 98%

OK, let's get things off to a good start... THIS GAME SUCKS! Man, that felt good! There isn't one thing in this game that hasn't been done before somewhere else — and — better, too! So everyone repeat after me... THIS GAME SUCKS!

OVERALL 30%

SPOT GOES TO HOLLYWOOD

Acclaim for Genesis; review, 98%

Wow! Here's a game about a bottle cap! How... uh... cool. Yeah, that's it... it's... cool. Actually, the game does have a nice control system and the graphics and sound are pretty good for the Genesis. But the hero is... uh... a bottlecap. Yeah.

OVERALL 63%

STREET FIGHTER ALPHA

Capcom for PlayStation; review, 98%

Here's that game again, for the millicent time. Frankly, there are better fighting games out there, but if you feel happy giving the same company your money for basically the same game, with a few changes, then go right ahead...

OVERALL 87%

SUPER MARIO RPG

Nintendo for Super NES; review, 98%

Here's a really big RPG that stars Mario. Nintendo and Square worked together to bring this magical universe to life. It combines the best elements of RPGs and Mario action games! It's a must have!!

OVERALL 91%

TIME KILLERS

T-HQ for Genesis; review, 98%

Let's get right to the point, shall we? This game strikes on ice, 8-bit style graphics, annoying sound, choppy animation and poor control all point to the fact that this title, like Frankenstein's monster, would be better off dead. This belongs dead...

OVERALL 19%

ULTIMATE MORTAL KOMBAT 3

Williams for Saturn; review, 98%

What we got here is another 2D fighter in a time when 3D fighting games rule the roost. While the developers have added four new characters, it still remains a case of 'Who cares?'. It remains to be seen how well this will sell.

OVERALL 73%

WILLIAMS ARCADE'S GREATEST HITS

Williams for PlayStation; review, 98%

Journey back to yesteryear, when games like Defender and Joust were the kings of the arcade. This collection has two features Bubble, a game which no one here could even remember playing. Oh well... it's a blast from the past!

OVERALL 71%

WING ARMS

Sega for Saturn; review, 98%

Aside from the fact that the canyon level is kinda frustrating and very ugly, and that the game is a total loss, this title is a heck of a lot of fun. Oh, one more thing — how come there's no two-player mode? Oh well, it's still fun!

OVERALL 73%

WIPEOUT

Paygonia for Saturn; review, 98%

Aside from the fact that there's no link option for the Saturn, this port over offers all of the excitement of the PlayStation version. If you own the PlayStation version, don't switch to this one, but this still rocks!

OVERALL 91%

WORMS

Ocean for Saturn; review, 98%

Did you ever wonder what worms did when they weren't riding a fishing hook or grossing out a little girl? Well, the truth is — THEY WAGE ALL-OUT WAR! Yee! Open up this can of worms and start blowing stuff up real good!!

OVERALL 94%

X-MEN: CHILDREN OF THE ATOM

Acclaim for Saturn; review, 98%

What happens when you port a 2D fighting arcade game over to a new 32-bit system? Well, you get a 2D fighting game... And what's new with that? If you need the sweet action of the arcade hit in your home, then get this game!

OVERALL 72%

ZERO DIVIDE

Time Warner for PlayStation; review, 98%

What we've got here is an excellent fighting game — that, unfortunately, is in a genre that has some outstanding titles in it as well. The animation and control interfaces are very good, but the graphics themselves are kinda blocky. Eh, it's your dime.

OVERALL 80%

NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING

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OLYMPIC SUMMER GAMES

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Interplay.....900-370-7529

Sega.....415-591-7529

Acclaim.....516-759-7800

THE OFFICIAL

OLYMPIC SUMMER GAMES

STRATEGY GUIDE



THE HISTORY

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Greeks understood the simplistic beauty and natural allure of the Olympic Games. These were games that were filled with drama, powerful stories, sacrifices, and universal truths. This July, the flame that was ignited in Athens, Greece in 1896 will burn brightly in Atlanta, Georgia, as the world gathers once again to revel in, and learn from, the purity of athletic competition.

But beyond the spirit, the last one hundred years of the Modern Olympic Games has been comprised of unforgettable memories. From James Connolly who was the first American to ever win an Olympic gold medal for his efforts in the triple jump in 1896. From the great Jim Thorpe, who won the decathlon gold in Stockholm in 1912 and was dubbed the world's greatest athlete by King

For a hundred years, the dream has prospered: that every four years, the nations of the world would set aside their differences and come together in celebration of the human spirit. But the essence of the occasion goes farther back than that. Even 1,500 years ago, the ancient

Gustav (a tradition which still holds today for the decathlon winner), to Mark Spitz obliterated Olympic records by winning seven gold medals in the Munich games of 1972. From an eight-year-old Wilma Rudolph who, despite being in leg braces and unable to walk, was inspired enough by the feats of Alice Coachman (the first African American woman to win Olympic gold) to go on to become one of the greatest track and field stars of all time, to Carl Lewis, who took the four gold medals in the Los Angeles games of 1984 to become the first Olympian to match Jesse Owens' incredible medal sweep of 1936.

Over the years, the faces and the stories may have changed, but the once-in-a-lifetime victories, the historic moments, the compelling drama, continues.

This summer, the Atlanta games set the stage for the next generation. Over one hundred years in the making, these summer games will feature athletes from almost 200 nations. The 1996 Summer Olympics will be the biggest, the most watched, the most monumental games in history, and maybe, just maybe, they will once again be the memories that will teach us, guide us, and inspire us as we step towards the next millennium.

THE VIDEOGAME

There is probably very little in life that compares to the thrill of participating in the Olympic Games, and it is a thrill that very few people will probably experience for themselves. But for the rest of us, videogames provide an entertaining opportunity to experience the thrill of athletic competition without the physical sacrifices.

Featuring 15 different events, *Olympic Summer Games* from U.S. Gold allows the gamer to experience the competitive and festive nature of the Olympics on their Sega Saturn or Sony PlayStation. Selectable options allow for the full Olympic experience or participation in particular Olympic events. A challenging AI offers plenty of challenge for the indi-

vidual player, while the use of a multi-player adapter allows a group of players to experience the full fun and fever of Olympic competition. From track and field, to swimming, to shooting events, *Olympic Summer Games* offers the opportunity to enjoy the distinct flavors of the Atlanta games.

Note: The techniques outlined in this strategy were based on the Sony PlayStation version of *Olympic Summer Games*. However, the command input structures on both the Saturn and PlayStation versions of this games consist of two run buttons and one action button. Thus, the strategies can be utilized regardless of which system the game is played on.



Available for both the Sony PlayStation and the Sega Saturn, *Olympic Summer Games* from U.S. Gold brings home the Olympic experience.

Arcade Mode

Running in Arcade mode requires pushing the two run buttons in rapid succession. On events that require an action such as jumping, precision timing is required for optimum results. Overall, Arcade mode is the more physically demanding of the playing mode choices because of the intense nature of the button mashing required for superior results.



a blue bar by the main power bar. These events usually require restrained power output so that a more steady application of power can be sustained until the end of an event. Some events will have secondary bars that need to be used as a guide in order to input other commands.

Arcade mode features a power bar that shows how successful your button mashing is. Events that require stamina show

PLAY MODES

Olympic Summer Games offers two different play modes. The Arcade mode is the more physically demanding control structure, as it requires the player to frantically pound the run buttons before inputting precisely timed action commands. The Olympic mode requires precisely-timed run command inputs, as well as precise action commands. Precision or frenzied fun, in *Olympic Summer Games*, the option is yours.

Olympic Mode

Timing is the key in Olympic mode, as the frantic run inputs of the Arcade mode are replaced by a more subdued, but precisely timed run input using just one run button. Unless you're a drummer, most people will find that with practice, it is easier to

achieve more consistent results in the Olympic mode.



moves back and forth on the bar as an event progresses. Pushing a single run button has the effect of changing the direction of the white line. The key is to push the run button to change the line's direction before it enters the green area. The closer you get to the green area before you change the white line's direction, the more power you produce. Cross into the green and you lose power!

In Olympic mode, a white line

THE EVENTS

While *Olympic Summer Games* doesn't include every single event in the modern day Olympics, its wide variety is sure to give would-be Olympians a taste of what it's like to compete in the Games.



100 METER DASH



The track and field events have been part of the Olympics since the first modern Olympic Games in Athens, Greece 100 years ago. The 100 meter dash is an event that requires explosive speed and power. The athlete who holds the record for this event is generally considered the fastest man in the world.

To get a jump on your competition, it is best to have a sharp ear and lightning-fast reflexes.



The best strategy for the 100 meter dash is to just bash the buttons like crazy! For you Olympic mode players, timing is everything.



The game will automatically lean forward for you at the finish line, so just worry about hitting those buttons until you cross the line to victory!



Ah! Sweet victory! But remember, this is the Olympics, make sure to qualify, but save your best effort for the finals.

POLE VAULT



Another track and field event that requires precision, strength, and explosive power, the pole vault is always a crowd favorite because of its dynamic nature. Ukrainian Sergie Bubka could well be considered the Michael Jordan of the pole vault, considering his record leaps in excess of 20 feet.

Once again, the event begins with the furious pushing of run buttons. The power bar will determine the height of your jump.



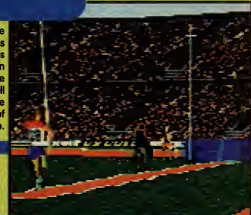
As you approach the plant point, your goal is to start your jump. Maximize the planting of the pole by pressing the action button

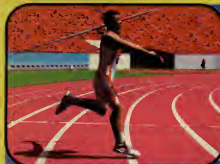
as close to the white line in the middle of the secondary bar as possible. Hit the action button a second time as close to the white line as possible when the meter bounces back up to maximize the release of your jump.



Run, plant, release. Piece of cake, right?

Yeah, right. Maybe you qualify, but you'll need wings to break a world record!





JAVELIN

A skill that would have proved indispensable in more primitive times, the javelin throw is one of the original Olympic track and field events that continues to impress enthusiastic crowds today.



Just a man and his spear — sounds like fun to us!

These track and field events, they're all alike! Run until your fingers fall off.



The key to the javelin event is the green and yellow throw meter below the power meter. Hit and hold the action button when the small black line inside the throw meter reaches as close to the end of the yellow area as possible. Release the action button between 35 to 40-degrees to achieve the best throw. If you hit the action button with the black line already in the green area, it will result in a foul.



Now I know I dropped that contact around here somewhere...

Okay, you may not ever find the contact. But you may have just found yourself another gold medal!



RAPID FIRE PISTOL

An event requiring speed, concentration, technique, and nerves of steel, the masters of the rapid fire pistol competition seem to rely on instinct more than anything else.



Our little polygon friend here would like to have a little debate on gun control with you!

The calm before the storm. Take a deep breath and clear your mind, so that you can react smoothly and efficiently.



The goal in the rapid fire pistol competition is to shoot quickly and accurately by centering the cross hairs on the center of the target. After every shot, the computer will randomly place your cross hairs at another location on the target. The best way to re-center the cross-hairs is by moving in straight directions (up, down, left, and right). Avoid moving in diagonal directions as this will result in inaccurate centering.

Each successive round of the competition requires faster reaction times. Be prepared!





LONG JUMP

Speed and superhuman leaping ability combine in this event to propel the athlete almost 30 feet in distance. Bob Beamon's world record long jump in the 1968 Mexico Olympics was long considered unbeatable until the record was finally broken after a period of 23 years.



The closer you are to the line, the farther you'll jump. Just press the action button and hold it to jump.

Release the action button when the angle meter reads between 30 to 35-degrees for best results.

To gain speed, hit the run buttons like crazy! Or, for you Olympic mode wussies, timing, timing, timing!



Trust us, when you're this good, it's just like flying!



Man, I'm going to need a U-Haul truck for all these gold medals!



TRIPLE JUMP

Taking the challenge of the long jump to the extreme, the triple jump requires that the athlete make three perfect jumps instead of one, in order to be a champion.

Start the triple jump as you did the long jump — by running until your fingers bleed!



As you approach the foul line, time your first jump as close to the line as possible. There is a jump meter with a red line in it to assist you.

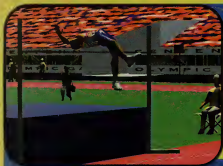
Your goal when performing the triple jump is to hit the action button three times in rapid succession. Each action button hit must be as close to the red line as possible to maximize the jump.



Timing is everything in the triple jump. Don't be discouraged if you foul on your jump attempts, because it is easy to do.



But once again, you'll find that practice makes perfect!



HIGH JUMP

Unlike any other events, the track and field events are the purest measure of athletic prowess. And within this elite core of events, the events that pit man, unaided by technology, against the force of gravity draw the most admiration. Man versus gravity, no holds barred, is still one of the greatest physical tests of all time.

If things are going right at this stage, you will have frantically hit your run buttons in order to build the power of your jump. But you had better have noticed the jump meter next to the power meter and hit the action button when they were equal in height!



At this point, success will be determined by your speed and how you timed your jump.

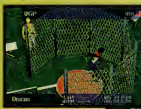
This is no time to lie down on the job!

Time to face your legions of fans! World record, baby!



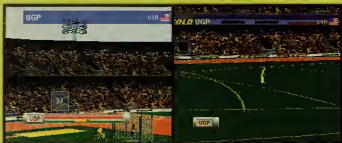
DISCUS

The discus event requires proper form and perfect timing by the athlete to harness the power of centrifugal force, as the athlete spins prior to releasing a disc.



The key to the discus is to build up power before you start your final approach for release.

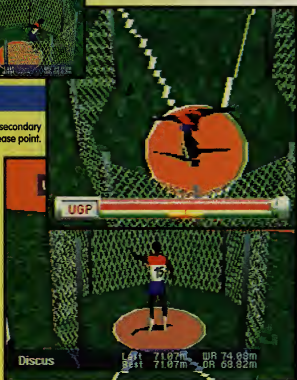
As you spin towards your release point, take notice of the secondary meter that will help you determine your release point.



Anticipation is the key. Push and hold the action button while the indicator on the secondary bar is in within the safe area. As you keep the button held down, you will notice on angle meter. Release the action button between a 30 to 35-degree angle for optimum results.

If your power was up and your release was timed perfectly, you should be quite pleased with the results.

Go for the world record, if you've already got the gold!



WEIGHT LIFTING

The winner of the Olympic weightlifting event is universally considered the world's strongest man. But what spectators may not know is that technique is just as important as brute strength when it comes to this event.



The power part of the weightlifting equation comes early in this game. Mosh those buttons!



Hit the action button when the meter on the secondary blue jerk bar meets up with the top of the red power bar for the first part of your lift.

Continue moshing the run buttons to keep your power up and hit the action button once again when the blue jerk bar once again coincides with the top of the red power bar.



Once the lift is completed, steady your lifter by using the left and right control on your directional pad for three seconds until the lift is registered. Arrgh!



400 METER RACE

Neither a sprint race nor an endurance race, the outcome of the 400 meter race is ultimately determined by strategy. Most often, it is the savvy veteran who knows when to conserve energy and when to explode, who takes home the gold in this event.

Unlike a lot of the other events, the 400 meter requires careful monitoring of your stamina.



The stamina bar is just below the power bar. But remember, like all races, it is best to get a good jump when the gun goes off.

Timing in this event can vary from race to race, but for the most consistent results, run like crazy and establish a big lead.

Don't let up on the speed until you're halfway between turn 3 and 4. Then, lay off the speed by just using one button to run with and let the rest of the field (and your stamina) catch up. But make sure you keep whoever passes you within striking distance.



By this time, you will be on the home stretch and you will notice that you receive a slight power-up jolt in your stamina bar. Wait a couple seconds after the jolt, and then go all out to the finish line.



The timing on this event is a little tricky but, with a little practice, you should be winning consistently.

SWIMMING



Americans are still at the forefront in many swimming events, but their historical domination has been challenged in recent years by the Australian, Russian, and Hungarian men and Chinese women. The change in world order has seen records fall and times drop which should mean that the swimming events will be some of the most competitive events at the Summer games.

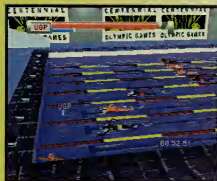
Remember, sprint races are often determined by your reaction time at the start.



Take an early lead and there won't be any reason for you to take a look back.



Like the 400 meter, this race also has a meter for stamina, but just ignore it! All you need to do is treat the race like the 100 meter dash and hit those run (swim) buttons.



You may be sputtering at the end, but the race is just short enough that you don't need to conserve any energy in order to take home the gold!

ARCHERY

Although technology like composite bows and electronic scoring have brought this ancient sport into modern times, the challenge of the bow and arrow is still supreme. Strength and skill is required to launch an arrow at speeds up to 150 mph and hit a bulls-eye the size of an apple at a distance of 80 yards. Overall, the United States has won 12 gold medals in archery, including four of the last six men's individual titles.



Now where did I put those glasses?

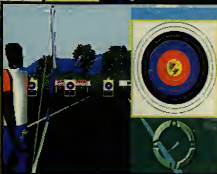


The wind meter is located at the lower right of the screen. The intensity of the wind is denoted by the size of the arrow. The stronger the wind, the farther away you will want to aim at the opposite side of the target. For weaker (longer smaller arrow) wind readings, aim closer to the center of the target.

The key to the archery event is reading the wind conditions.



Archery is another event that takes more practice than any definitive strategy. Once you get the feel for the wind strengths, consistency will follow.



SKEET

If you thought that the rapid fire pistol events required uncanny skill and precision, skeet shooting expands the challenge by making the target fly through the air.



Anticipation is the key to skeet shooting. Keep your cross hairs in the center of the screen.



As the skeet releases, predict its path across the sky line and try to determine where it will be at its closest point to you.



FENCING

Recalling the flair of swordplay from more romantic eras gone by, fencing is an event that requires lightning reflexes and total concentration. Fencing is such a fast-moving sport that scores are now registered electronically. Any touch of the weapon on an opponent's target area triggers a flashing light that indicates a point. In the 100-year history of the modern Olympics, the United States has won 18 medals.

Moving forward and pressing the left run button performs offensive moves.



Moving backwards and hitting the left run button results in defensive moves.

Hitting the right run button will perform a counter attack move.

The best strategy in fencing is to be alert and prepare to defend. Let your opponent make the first move and follow your defensive move with a counterattack for the most consistent results.



HAMMER TOSS

Centrifugal force once again is at the core of this track and field event. The real question lies in how the athletes know when to throw and how they manage to stop spinning.



The hammer is a lot like the discus, except the athlete spins more and spins faster. The key is to once again build up power early.



As the spin cycle nears its apex, use the secondary meter and a lot of anticipation to direct your release. Pushing the action button will initiate the throw. Holding down the button will increase the angle of your throw.

Release the action button between 30 to 35 degrees for the best throw.

I won the gold, but all that spinning made me a little nauseous!



Move your cross hairs to a point in front of the projected path of the skeet and fire when the skeet is in your sights.



The best strategy is to let the skeet come to you and not for you to go after the skeet.



I love the smell of gun powder in the morning. It smells like... Victory!

JUST HOW GOOD IS LISTEN TO WHAT THE BIG

This is no ordinary ball game. MVP Baseball '96 is so real you're going to hear the crack of the bat! It was created by **BlueSky Software**, known for their best-selling games including: World Series Baseball and World Series



Baseball '95, College Football's National Championship and Joe Montana Sports

Talk Football. You'll hear exciting playcalling from the legendary



Bill King, voice of the Oakland A's. An additional stadium announcer lets you know who's coming



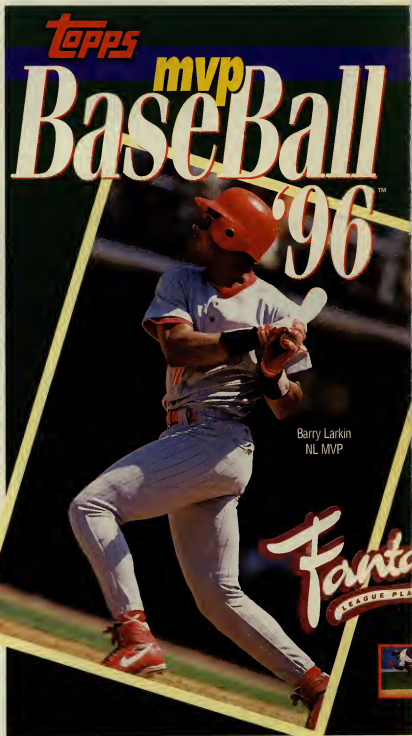
to the plate. **Exciting features:** Expanded Homerun Derby with team play.



Over 700 full-color player images provided exclusively by the *Topps Card Company*. Full 28 team fantasy draft and league with drafting advice from



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MVP BASEBALL '96? HITTERS HAVE TO SAY...

"...MVP Baseball '96 from BlueSky Software (makers of the World Series Baseball games for the Genesis) looks like the odds-on favorite to win this year's baseball gaming championship!"

Todd Mowatt
Editor in Chief, Cyber Sports,
May/June 1996

"BlueSky's proven baseball expertise positions MVP as an early favorite"

Paul Curthoys
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June 1996

"Everything I have seen points to MVP Baseball '96 being one of the most complete games of the year"

Mike Salmon
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players actual performance. **3-D sprite-based**

motion captured players are more detailed and life-

like than any other game to date!

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Win a
new
car!

Find the
Hidden Player
Contest!

Win a spot to be eligible for the grand prize drawing. Players must find 12 hidden player profiles buried in the game. These hints will get you started.

1. This shortstop had 238 career steals at the end of the 1995 season.

2. This player turned in a stellar season in 1995 with 39 HR's and 126 RBI's.

More details to come.



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CODE BREAKERS

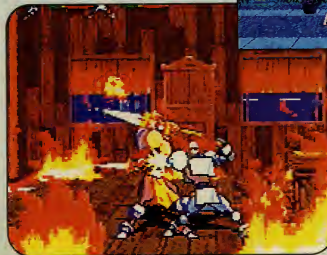
GUARDIAN HEROES

Sega for Saturn

98 Continues

The debate rages on the internet and wherever gamers gather across the land—does this game suck, or what? Surprisingly, the answer is usually “or what.” *Guardian Heroes* is definitely old school (with a few new twists), but a great number of those who give the game a real chance come away quite impressed. And what could be better than a code for this sleeper hit?

Any game with a bunny rabbit that kicks serious ass has got to have something going for it. The “Japanese anime” look and the RPG/Action genre-blending just add to the intriguing mix.



As you can see, playing the Story Mode in *Guardian Heroes* set on easy gives you 99 continues. But if you start the game on the hard setting, you only get 3 continues if you die. Doesn't seem quite fair does it? To alleviate this problem, start the Story Mode game with the difficulty set at **Easy**. Let yourself die and select the third option on the continue screen to exit the game. Once you've exited the game, set the difficulty to **Hard** and continue the game from the point you left off at. The next time you die, you will see that you have 98 continues left!



Someday, in the distant future, when the era of darkness will have passed, people will speak the name *Rager Burchill* with reverence and awe (yeah, right). But for now, we just laugh at his pathetic, code breakin' butt!

What the hell is up with codes this month??? I know it's a slow time of the year in the videogame industry, but this is ridiculous. Of course, being your Code Master I will overlook the fact that there just aren't many new games being released (and ergo, new codes) at the moment. Instead, I prefer to blame my legion of pitiful Code Minions! Obviously, I have been too generous in my allowance of bananas! Yes, you have all grown fat and lazy and some of you have even deluded yourselves into thinking that there is actually some purpose to your miserable lives other than codes. I demand results, or the sting of the Monkey Whip will soon be replaced with the searing pain of the flaming Banana Brand! Yes, the time has come to be afraid, be very afraid...

Speaking of pathetic codes, even our Code Monkey winner this month should thank the Code Gods that I actually selected his pathetic excuse for a code as worthy enough for our hallowed award. But as our newest Code Monkey will see, there is also another shining tribute to him as our Code Donkey this month. Enjoy the hellish distinction of being our very first B-award winner!

Finally, the Game Shark codes coverage this month has been expanded since there is a serious dearth of regular codes. What's exciting is that there are actually Resident Evil codes for use on the Game Shark. Now, if someone could actually get me the first regular code(s) for Resident Evil, that might be worthy of a Code Monkey Award.

X-MEN — CHILDREN OF THE ATOM

Capcom for Saturn



Hidden Character Codes

No one does 2D fighters like Capcom. *X-Men — Children of the Atom* is a great conversion that brings all the great gameplay of the arcade hit to the home. And if I know Capcom, I just bet there's some hidden stuff in here somewhere...



Whether you're playing in the one-player or two-player mode, the codes to access the hidden characters in *X-Men* need to be input at the **Character Select** screen.



To play as Akuma for the *Street Fighter* series, move the character select icon to **Spiral** and wait 3 seconds. Then, move the icon over the following list of characters without stopping: **Silver Samurai**, **Psylocke**, **Colossus**, **Iceman**, **Colossus**, **Cyclops**, **Wolverine**, **Omega Red**, and **Silver Samurai**. After stopping on **Silver Samurai**, wait 3 seconds and then press **A+C+Z** simultaneously. If the code was entered correctly, a picture of Akuma will appear. For player two to access Akuma, move the icon to **Storm** and wait 3 seconds. Then, move the icon over **Cyclops**, **Colossus**, **Iceman** (hit left once for the icon to jump to **Sentinel**), **Sentinel**, **Omega Red**, **Wolverine**, **Psylocke**, **Silver Samurai**, and **Spiral**. After landing on **Spiral**, wait 3 seconds and press **A+C+Z** to access Akuma for player two.

To play as Juggernaut, first enter the code to play as Akuma in the 2 player vs mode. After the fight, choose to continue and at the character select screen, tap up/left twice. Juggernaut will show up on the second tap if the code was entered correctly.



F-1 CHALLENGE

Virgin Interactive for Saturn

Starting Position and Laps Options

Here's a couple codes for what may very well be the best 32-bit racing available at the moment. Sure, the graphics may be a little lacking, but not many games can match *F-1 Challenge* when it comes to its race simulation features and tuned-in gameplay. Of course, since it mimics the race experience so well, it's not that easy to beat. Let's just say that these codes could give you a competitive edge!



This is the really fun code. To choose your starting position in the race, just enter the following codes by pressing the designated buttons simultaneously after you've selected automatic or manual transmission. But be forewarned, placing yourself at the pole by no means guarantees a win. Take my advice and keep an eye on your rear view mirror!



Starting Position Codes:

1st Place	Left Shoulder Button, X, Y, Z
4th Place	Left Shoulder Button, X, Y
7th Place	Left Shoulder Button, X, Z
10th Place	Left Shoulder Button, X
13th Place	Left Shoulder Button, Y, Z
16th Place	Left Shoulder Button, Y
19th Place	Left Shoulder Button, Z
22nd Place	Left Shoulder Button



To choose the number of laps in a race, simply enter one of the following codes by pressing the designated buttons at the same time when the track model is displayed on the screen.



Number of Laps Codes:

1 Lap	Right Shoulder Button, X, Y
2 Lap	Right Shoulder Button, X, Z
3 Lap	Right Shoulder Button, X
4 Lap	Right Shoulder Button, Y, Z
5 Lap	Right Shoulder Button, Y
6 Lap	Right Shoulder Button, Z
7 Lap	Right Shoulder Button
9 Lap	Right Shoulder Button, X, Y, Z



COLLEGE SLAM

Acclaim for Saturn

Hidden Teams and Super Slams

For those of you who can't get enough of the *Jam* experience, here are a couple of codes that will add new dimensions to the college version of *Acclaim*'s peren-

nial favorite. First, there's a code to access hidden fraternity teams and then there's a code that will allow you to start your slam dunks from about the half court line!



At the Title Screen that says 'Press Start', enter **Left, Up, B, Up, Down, Up, Right, C**. Once entered, you can go to the Team Select screen and at the bottom of the list of teams you will find the fraternity teams added to your choices.



For power dunks, press **Up** and **Down** continuously for **five seconds** at the Today's Match-up Screen and then press **any** button. Once the game begins, you will be humiliating your opponent with slam dunks from half court. In your face, baby!

BASES LOADED '96: DOUBLE HEADER

Jaleco for PlayStation

Just Part of the Game

One of the first lessons that anyone learns from our national pastime is that 'it ain't cheating if you don't get caught'. So if you use these codes to augment your weekly game with a friend, make sure you enter these codes when he gets up to grab a drink!



To enter the Cheat Mode, just **pause** the game anytime. Using controller two, press **Triangle, Squares, X, Circle, Circle, Circle**. You will hear a piano-like sound if the code was entered right.



Once in the Cheat Mode, just press **X** to access an Inning skip option. 'Let's Go Inning' will appear in the upper-left corner and you can select the inning you'd like to skip to by pressing **X**. To have the computer play for you, press the **L2** button while in cheat mode. Press **L2** again to turn the off the computer control. And finally, the best code of all: to set the game to allow a home run for every hit, press the **L1** button while in cheat mode. The game will say 'home run' to acknowledge that the code has been activated. To deactivate this code, simply press **L1** again. To accept one or all of these codes, just press **START** to unpause and return to the game.

TOSHINDEN REMIX

Sega for Saturn

Big Head Mode

OK, granted, *Toshinden Remix* for the Saturn doesn't look quite as sharp as the PlayStation version of the original *Battle Arena Toshinden*. But the gameplay is still solid and, with this big head code, there's a whole new dimension of entertainment added to the game. I can just imagine the double entendres now: 'Excuse me, is that a big head that you have or are you just happy to see me?'



To access the Big Head Mode, go to the *Mode Select Screen* and hold the **Right** and **Left Shoulder Buttons** and press **Start** with 'Game Mode' selected. The game will appear normal as you select your character, but once the fighting begins, the characters will possess huge heads. Better for bashing-in, I say!



WORMS

Ocean for PlayStation

Oh, Sheep! Banana Bombs!

Well, if you haven't gotten *Wormed* yet, you don't know what you're missing! This is one of the most ruthless, destructive, and entertaining games available right now. Thank your stars that it's available for both the Saturn and PlayStation. Unfortunately, this code only works on the PlayStation, but hope-

fully some enterprising code minion out there will be able to scrounge up the Saturn equivalent of this code soon! But for now, Christmas came a little early for PlayStation owners and Santa brought them Banana Bombs, Sheep Bombs, and a minigun! Peace on earth, my ass!



So cute, but so deadly! A game like *Worms* gives you a whole new appreciation for these slimy little creatures that live in the ground.



If there's one thing that's a little whacked about *Worms*, it's the slightly confusing menu system, but to enter the code for the optional weapons you will need to find your way to the *Weapons Screen*. Once there, press the **Square** and **X** buttons simultaneously **eight times** and you will see that some of the standard available weapons will be replaced with **Banana Bombs**, **Sheep Bombs**, and a **minigun**. Trust me, these weapons are the way to go. The maniacal sheep are especially entertaining right before they explode into a million pieces. Ah, animal cruelty, I love it!



PANZER DRAGON II ZWEI

Sega for Saturn

Kill Me Now!

Well, here it is! The suicide code for *Panzer Dragoon II Zwei*. Now if this code killed off the player of the game instead of the dragon, there would actually be enough laughs in it to truly warrant the Code Monkey Award! But as it stands,

this code wins the Code Monkey award for being the first code available for *Panzer II*.



If there's one thing that this code has going for it, it's the fact that it's for one of the best shooters in the 32-bit world. Man, do I love my little dragon buddy!

A beautiful game, set in a compelling world. Sometimes it almost seems like a waste that it's only a shooter. (A *Panzer Dragoon* RPG idea sprung from the fertile mind of former Code Master Patrick. Now there's a thought!) But for now, we'll just have to be satisfied with blowing the bejesus out of swarms of aliens!



Okay, okay, I'll quit rambling. To do the suicide code, just press and hold the Left and Right shoulder buttons and A+B+C simultaneously. Voila! One country-fried dragon.

GAME OVER

CONTINUE
TIME: 2:00
LVL: 25

- PANZER DRAGON II ZWEI -

CODE MONKEY
OF THE
MONTH

Two for One

Oh, what a sad day for Code Monkeys everywhere. Never before has a Code Monkey Award been awarded for such a sad excuse for a code. But **Alexey Mohr of Wellesley,**

MA was the first to actually get me a code for the impressive, new *Panzer Dragoon II Zwei*. And in the desolate desert that is this month's Code Breakers, this little muddy puddle of a code may not be a shining oasis, but it is enough for Alexey to win the coveted Code Monkey Award. But Alexey, remember that this ranks up there with the likes of Bob Sagat actually having a career and "insert over-rated ball player here" being paid millions to sit on the bench. Yes, Alexey, you are the luckiest person in the world, or else that little red-homed guy actually came through on that contract you signed!



Code Monkey of the Month

Well who do we have here in our little Code Donkey section this month? Why it's our illustrious Code Monkey winner, **Alexey Mohr of Wellesley, MA!** And do you know why you've also won the Code Monkey Awards this month. **Alexey?** Because your *Panzer Dragoon II Zwei* code sucked! The *Panzer II* Suicide Code is the kind of crap that should be in the damned instruction manual!

You are so lucky that every other code I received this month

was for games that people quit caring about two years ago. What did you do, Alexey? Did you secretly terminate all your fellow code minions? Am I going to see thousands of new pictures on milk cartons featuring freshly disappeared Code Monkeys? Did you somehow gain control of the U.S. Postal Service to insure that every decent code this month was sent to some Yank messenger in Tibet? Whatever the case, Alexey, the kind of luck you've exhibited this month is the type that actually distorts the dimensional balance of the universe! You've got to figure that somewhere down the line there's going to be payback for your freakish luck. Take my advice, start collecting good luck charms before satellites start falling out of orbit and crashing into your bedroom!

WIN! The Ultimate Gaming Rig!!

OVER \$20,000⁰⁰ IN PRIZES!



You have the POWER. In this contest you don't rely on the luck-of-the-draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles gets a little harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

Computer Contest. Win a blazing fast computer with Pentium 166 Mhz processor, 16 meg. ram, 1.2 Gig. hard drive, CD-ROM, 17" monitor, modem and more!

Video Game Contest. Play on the hi-tech cutting edge with this line-up: Sony Playstation; Sega Saturn; Virtual Boy; 3D0; and Atari Jaguar. Get all five or trade the ones you don't want for CASH! Bonus options include: 33 inch monitor, \$1,000 in games, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 40 inch monitor, 130 watt receiver w/ Dolby Pro Logic Surround Sound, and all components shown. Win DSS Satellite Receiver as a BONUS OPTION! This rig will blow you away!!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at \$2.00 each and one tie-breaker at \$1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

Mystery Word Grid

C	H	A	S	E	P	M	Y	S	T	E	R	Y	W	O	R	D
D	R	E	A	M	O											
P	I	N	C	H	W											
P	R	E	S	S												
S	T	A	N	D												

WORD LIST and LETTER CODE chart

PINCHW PRESSK BLASTA WRECKD
 BREAKZ PUNCHS SPRAYC TURBOV
 STOMPT STANDR PRESSE DREAMO
 CRUSHJ SCOREH SLANTL CHASEP

MYSTERY WORD CLUE:

WORLD RULERS HAVE IT AND IN THIS CONTEST YOU HAVE IT

Yes!

ENTER ME TODAY, HERE'S MY ENTRY FEE:

- ☐ (\$3.00) Computer Contest
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Game Shark Codes

Yeah, I know, I know! Are these all the codes this month? Well, there just isn't that much out there. But reassured that with all the second generation PlayStation games, the new Saturn games, and yes, even the Nintendo 64 just around the corner, the pages of Code Breakers will soon be bursting with new codes. But in order to satisfy the insatiable demand of those who have a hardcore hunger for codes, here's a comprehensive listing of Game Shark codes. If you're really a professional code fanatic, you definitely will have already picked up one of these magic boxes from Interact Accessories. Yeah, I know, it sounds like gratuitous advertising, but it's a cool product. And like you really want to listen to my rambling, anyway!

PlayStation Codes

A-TRAIN

Infinite Funds 800A6230 9400
800A6232 7735

AGILE WARRIOR

Infinite Armor 800D43DC 0064
Infinite Sidewinders 80060F26 0020
Infinite Rockets 80060F28 0020
Infinite Mavericks 80060F2A 0020
Infinite Napalm 80060F2C 0020
Infinite Bomber Bombers 80060F2E 0020
Infinite Cluster Bombs 80060F30 0020
Infinite Fuel Air Explosives 80060F32 0020
Infinite B61 SRAM 80060F34 0020
Infinite AMRAAM 80060F36 0020

AIR COMBAT

Unlimited Missiles 800EE80C 0040
Unlimited Guns 300EB10 0027
Unlimited Fuel 800EE800 8FFF
Invincible 800EA2C0 00C8

ALIEN TRILOGY

Infinite Health 8009A040 03E7
Infinite Charge Grenades 8009A038 03E7
Infinite Handgun Bullets 8009A046 03E7
Infinite Shotgun Shells 8009A04A 03E7
Infinite Pulse Rounds 8009A04C 03E7
Infinite Batteries 8009A05A 03E7
Have Shotgun 8009F33E 0029
Have Pulse Rifle 8009F342 0029
Fire Weapons Quicker 8009A024 0001

BATTLE ARENA TOSHINDEN

Select Gals 8018C11A 0008
Select Sho 8018C11A 0009

COLLEGE SLAM

Team 1 Scores 999 80065510 03E7
Team 2 Never Scores 80065520 0000

CRITICOM

MASTER CODE 0005A2F8 7D24
Player One Invulnerable 80059DEB 0300
80059F58 0320
8005A0C8 0320
80059C78 0320
80059B08 0320
80059DEB 0300

CYBER SLED

Infinite Missiles 8014648 0005
Infinite Shield 8014A682 1000

D

Infinite Time 80053AED BEDE
80053B24 BEDE
80068988 BFCE
80071120 044E
8010C484 020C
Infinite Mirror Hints 800718E4 0303
80132248A 0001

DEFCON 5

Infinite Health 800E7C30 0064

DESCENT

Infinite Concussion Missiles 800D10BA 0009
Infinite Homing Missiles 800D10BC 0009
Infinite Proximity Bombs 800D10BE 0009
Infinite Smart Missiles 800D10C0 0014
Infinite Mega Missiles 800D10C2 0014
Infinite Vulcan Ammo 800D10E2 9684

DOOM

(Early Release Version)
Invincible 800A85FC 0001
800A85FA 00C7
800A85F0 0064
Mega Rapid Fire 800A86C0 0001
Night Vision On 800A8610 0001

DOOM

(Later Release Version)
Invincible 800A881C 0001

Mega Rapid Fire 800A881A 0008
Night Vision On 800A881A 0009

EXTREME GAMES

Infinite Health 8007A270 0500
Speed Always 60mph 8007b1A2 0050
(Rollerblades Only)
Infinite Money 801E9014 09D8

FIFA '96

Player One Score Always Ten 80016C02 000a
Player Two Score Always Zero 80016C04 0000
Infinite Time 80016C00 0000

GEX

Invincible 80097B1C 0003

HIGH OCTANE

Infinite Fuel 80160EEA 27FF
8016148A 27FF
801616AA 27FF
80160EEC 27FF
8016148E 27FF
801616AE 27FF
801610DE 27FF
80160CFE 27FF
Infinite Ammo 80160EEC 27FF
8016148C 27FF
801616AC 27FF
801610DC 27FF
80160CFC 27FF

IN THE HUNT

Infinite Time 8007D96E 0086
Infinite Lives 8000CD48 0005

JOHNNY BAZOOKATONE

Infinite Lives 800B5A94 0009

JUMPING FLASH

MASTER CODE 00008520 1000
Infinite Time 00080000 0018
80102330 8C30
00080000 1658
80102C4C 8C80
00080000 00EC
800FF380 8C80
00080000 00F0
80101820 8C80
00080000 1654
80107AF4 8C80
00080000 1504
800FC488 8C80
Infinite Lives 00080000 0018
80102EF4 0003



Max Energy Cores	8008D1BC 0001
Cannon Coolant	8008D1C0 0001
Stop Time	8008D1C4 0001
	8008D1C8 0001
	80089670 0000
	800D1C8C 0000
	800C4CF2 0009

Infinito Energy	D0080000 1658
	80103308 0003
	80080000 00EC
	800FFA0C 0003
	80080000 00F0
	80101EEC 0003
	D0080000 1664
	80109210 0003
	D0080000 1504
	800FD144 0003
	D0080000 0018
	80138114 00C8
	D0080000 1658
	80138840 00C8
	D0080000 00EC
	8013495C 00C8
	D0080000 00F0
	80134F44 00C8
	D0080000 1664
	8013D328 00C8
	D0080000 1504
	801321FC 00C8

JUPITER STRIKE

Infinito Shield	800883D4 0064
	80088818 0064
Laser Always Cool	80088950 0064

KILEAK - THE DNA IMPERATIVE

Infinito Energy	80086294 03DE
Infinito Shields	80086298 03E8
Infinito Wales Ammo	800862C8 01EF

KING'S FIELD

Infinito Hit Points	80199426 00FA
	80199428 00FA
Infinito Magic Points	8019942A 00FA
	8019942C 00FA
Rapid Weapon Usage	8019942E 1388
Rapid Magic Usage	80199432 1388

KRAZY IVAN

Infinito Shields	800C4C00 0064
	800C4C04 0064
	800C4C08 0032
	800C4C0C 0032
	800C4C0E 0032
	800C4C10 0032
	800C4C14 0032
	800C4C18 0032
	800C4C1C 0064
Infinito Specials	8008D1B4 0005
	8008D1B8 0003

LOADED

MASTER CODE	D0020908 0000
Player One Infinito Lives	800CDFA2 001E
Player One Infinito Ammo	800CDF3E 03E8
Player One Infinito Smart Bombs	800CDF40 0003
Player One Max Power-up	800CDF3C 7FFF
Player 2 Infinito Lives	D004B138 0002
	800CDFCA 001E
Player 2 Infinito Ammo	D004B138 0002
	800CDF3E 03E8
Player 2 Infinito Smart Bombs	D004B138 0002
	800CDF3C 0003
Player 2 Max Power-ups	D004B138 0002
	800CDF4A 7FFF
Have All Keys	80107AC4 000F

NBA SHOOTOUT

Player 2 Always Score 0	8009ED04 0000
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NHL FACEOFF

Opponent Always Score 0	800E780C 0000
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PANZER GENERAL

Infinito Prestige	800ED884 07D0
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PHILOSOMA

Infinito Lives	800E7CA4 0002
Infinito Credits	800E7D28 0003
Invulnerability	800E7D28 0004
Infinito Buster Grenades	800E7F9C 0003
Max Vulcan	800E7D0C 0002
Max Laser	800E7D0E 0002
Max A-Break	800E7D10 0002
Max Rav-B	800E7D12 0002
Srm Missiles	800E8004 0002
Mrm Missiles	800E8004 0001

PO'ED

Invincible	8009AB40 0064
Infinito BFD90	8009AB4A 001E

RAYMAN

MASTER CODE	D0008534 40A0
Infinito Lives	801EAD06 0060
Regain Health	801F6200 0002
Mega Glove Power	800AE9C8 0000

TACTICS

CODES

RESIDENT EVIL

Infinito Health	900C51AC 004C
Turn Knife Into Rocket Launcher	D00C8784 0001
	800C8784 FF0A

RETURN FIRE

Infinito Fuel	80082016 013F
	800EC21A 002C
Infinito Ammo	80082030 0096
	80082040 0032
	800EC236 0026

RIDGE RACER

Black Griffin Car	80080196 000C
Infinito Time	80130C5C 06C5
Always First Place	80080260 0001

ROAD RASH

Infinito Cash	800DAD40 FFFF
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SHELLSHOCK

Invincible	80087C1E 0300
Infinito SAMs	800855AE 0004

THEME PARK

Infinito Money	801AF850 7840
	801AF852 0170

TWISTED METAL

Invulnerable	801A1914 0080
Infinito Homing Missiles	801A1C04 0002
Infinito Power Missiles	801A1C06 0002
Infinito Tag Missiles	801A1C08 0002
Infinito Rear Missiles	801A1C0A 0002
Infinito Rear Flame	801A1C0E 0002
Infinito Mines	801A1C10 0002
Infinito Oil	801A1C12 0002
Infinito Tie Spikes	801A1C14 0002
Infinito Specials	801A1C16 0014

WARHAWK

Unlimited Lock-on Missiles	80188444 0006
Unlimited Rockets	80188442 0064
Unlimited Swarm Missiles	80188446 0012
Unlimited Plasma Cannons	80188448 2003

WILLIAMS ARCADE'S GREATEST HITS

Infinito Sinibombs (Sinistar)	8018AD12 0900
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WIPEOUT

Enable Rapier Mode.....	D01F701A 0001
801F701A 0101	
Enable Extra Rapier Levels.....	D01F701A 0101
801F7046 0101	

ZERO DIVIDE

MASTER CODE.....	D00CA70D 2400
Player One Invulnerable.....	8011083C 0000
Player Two Invulnerable.....	801118C0 0000
Freeze Timer at 59 Seconds.....	800E9968 0700

Saturn Codes**ASTAL**

MASTER CODE.....	F6086C12 C305
Unlimited Energy.....	860D8D38 0005

BUG!

MASTER CODE.....	F6017588 C304
Unlimited Lives.....	0602556E 0009
Unlimited Energy.....	0602552E 0009

CORPSE KILLER

MASTER CODE.....	F6000914 C305
86022800 0000	
Infinite Health.....	16050D08 0063
Infinite Bullets.....	16050D0C 0063
Infinite AP Bullets.....	16050D10 0063

CYBER SPEEDWAY

MASTER CODE.....	F6000914 C305
86022800 0000	
Unlimited Rockets.....	1609E598 0005
160D3A02 0005	

DARK LEGENDS

MASTER CODE.....	F6000914 C305
86022800 0000	
Player One Infinite Energy.....	1609FE2C 0080

GHEN WAR

MASTER CODE.....	F606B124 C305
86022800 0000	

Infinite Life Support.....	1608C1A 9000
1607243C 0064	
Infinite Lock-on Rockets.....	3609491E 0064
Infinite Rockets.....	3609491F 0008
Infinite Mines.....	36094920 0006
Infinite Robots.....	36094921 0006

**MINNESOTA FATS POOL
LEGEND**

MASTER CODE.....	F6000914 C305
Always Player One's Turn.....	160A453E 0000

NBA JAM T.E.

MASTER CODE.....	F6000914 C305
86022800 0000	
Player One Score Always 9.....	1606C002 0009
Player Two Score Always 0.....	1606C00A 0000

NHL ALL-STAR HOCKEY

MASTER CODE.....	F6000914 C305
86022800 0000	
Player One Score Always 99.....	3608BD34 0063
Player Two Score Always 0.....	3608BD35 0000
Enable Code (Must Be On).....	D6037E72 0740

**OFF WORLD INTERCEPTOR
EXTREME**

MASTER CODE.....	F6000914 C305
86022800 0000	
Unlimited Nitron.....	3025CDF5 0014
Unlimited Missiles.....	3025CDF7 0014
Unlimited Cash.....	1025D0FC 0090
Infinite Armor.....	1602A996 0069
Unlimited Clones/Cars.....	3025C0FA 0033
Enable Code (Must Be On).....	D602A83C 9881

PANZER DRAGON

MASTER CODE.....	F6000914 C305
Infinite Energy.....	1607FB08 0100
Unlimited Credits.....	160848AA 0005

ROBOTICA

MASTER CODE.....	F601921C C305
Unlimited Vulcan Ammo.....	160CFBF4 03E7
Unlimited Fuel.....	160CFBEA 03E7
Unlimited Laser.....	160CFBFA 0014
Unlimited Missiles.....	160CFD00 0005

**ROMANCE OF THE THREE
KINGDOMS IV**

MASTER CODE.....	F6000914 C305
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Infinite Money.....	86002800 0000
160C813E 2130	
160DF4A0 22B8	
1020126A 9F62	

SEGA RALLY CHAMPIONSHIP

MASTER CODE.....	F6000914 C305
86022800 0000	
Unlimited Time.....	16080536 9911
Always In Super Car.....	160A80A 0201
Max Speed 150mph.....	160B38A 80B8

SHINOBI LEGIONS

MASTER CODE.....	F602AD04 C305
86022800 0000	
Mega Jumps.....	160EA2CE 0000
Invincible.....	160EA2FC FFFF
Infinite Daggers.....	160252DA 0063
Infinite Energy.....	160EA2CA 0030
16025280 0030	
Infinite Lives.....	16025288 0009
Infinite Thunder Dragons.....	160252BE 0001

STREET FIGHTER: THE MOVIE

MASTER CODE.....	F6000914 C305
Player One Infinite Energy.....	16050A86 0070
1605099A 0070	
1605099C 0070	
Player Two Infinite Energy.....	16050E26 0070
16050D3A 0070	
16050D3C 0070	
Player as Akuma.....	16050C9E 0707

VIRTUA FIGHTER 2

MASTER CODE.....	F6000914 C305
86022800 0000	
Allow Out of Ring Fighting.....	160E0308 004F
Player One Infinite Energy.....	160E2188 0040
Low Gravity.....	160E007A 0024
Mega Kick.....	160E007A 0000
Play Bonus Level 10.....	160E0002 0A0A

VIRTUA RACING

MASTER CODE.....	F6000914 C305
86022800 0000	
One Lap Race.....	16074ED4 0003

WORLD SERIES BASEBALL

MASTER CODE.....	F6000914 C305
86022800 0000	
Player One Score Always 20.....	160F4196 0014
Player Two Score Always 0.....	160F417B 0000
Unlimited Strikes.....	1607ACF4 0000
Unlimited Balls.....	1607ACF6 0000

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preview
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Metal Warriors,
Return Fire

PLAYSTATION

[illegible]

3D

[illegible]

TUR

[illegible]

10786	1985	Emery Core Unit	5
10790	1985	MEH's M&M, Grilly #1	5
10813	1993	Central Pac	5
10814	1993	Central Pac	5
10820	1993	Central Pac	5
10829	1993	Western Slope	5
10830	1993	Western Slope	5
26734	1993	1993 Olympic Summer Games	5
26735	1993	1993 Olympic Summer Games	5
26846	1993	Summer Games	5
10833	1993	Superman	5
10835	1993	1993 Brett Hull	5
10836	1993	1993 Brett Hull	5
10837	1993	1993 Brett Hull	5
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10919	1993	1993 Brett Hull	5
10920	1993	1993 Brett Hull	5
10921	1993	1993 Brett Hull	5
10922	1993	1993 Brett Hull	5
10923	1993	1993 Brett Hull	5
10924	1993	1993 Brett Hull	5
10925	1993	1993 Brett Hull	5
10926	1993	1993 Brett Hull	

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EDITOR
Chris Slate

ART DIRECTOR
Mike Wilmoth

MANAGING EDITOR
Bill Donahue

ASSOCIATE EDITORS

Mike Salmon • Patrick Baggatta
Roger Burchill
Quinn Adams
Anna Cobb • Debbie Wells

CONTRIBUTORS

Chris Charlo • Quentin Daroquez
Adam Douglas • Jeff Lundgren
Vince Matthews
Christian Svensson • Richard Szeto

WEB SLINGER

Eric Marcoullier

IMAGINE PUBLISHING, INC.

EDITORIAL, ART, PRODUCTION,
ADVERTISING & MARKETING
150 North Hill Drive
Brisbane, CA 94005
Phone: (415) 468-4684
Fax: (415) 468-4686

FOR ADVERTISING ENQUIRIES, CALL

Simon Whitcombe, Ad Manager
Phone: (415) 468-4684
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ADVERTISING COORDINATOR

Melody Stephenson

PRODUCTION COORDINATOR

Kim Smith

CIRCULATION DIRECTOR

Gail Egbert

CUSTOMER SERVICE:

GAME PLAYERS

150 North Hill Drive
Brisbane, CA 94005
Tel: (415) 468-4869
Fax: (415) 468-4866

E-mail: subscribers@imagine-inc.com
(type "Game Players" in subject space)

PUBLISHER

Jonathan Simpson-Bint

PRODUCTION DIRECTOR

Richard Lesovoy

SALES COPY SALES DIRECTOR

Myronne Napoli

CONSULTING ANALYST

Doug Haynie

NEWSSTAND MANAGER

Bruce Eldridge

Please send all

offering materials to:

Kim Smith,

Production Coordinator

Send editorial materials to:

Crosby Chris Slate, Editor,

Game Players

150 North Hill Drive;

Brisbane, CA 94005

INTERNATIONAL LICENSES:

Robert J. Abramson & Associates, Inc.

720 Post Road

Scarsdale, NY 10583

Tel: (914) 723-4200

Fax: (914) 723-4722

E-mail: QGH34A@prodigy.com

IMAGINE PUBLISHING, INC. —

CORPORATE

PRESIDENT

Chris Anderson

VP/OPERATIONS & CFO

Tom Valentino

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Back Talk

BZZT...
ZWEEEEE... IT'S
BURNING UP! OH,
THE HUMANITY!!!
BZZT... POP...

ZWEEEEE...
...NOTHING TO
FEAR BUT FEAR
ITSELF... POP...
BZZT... ZWEEEE...

POP... ZWEEEE...
ONE SMALL STEP
FOR A MAN, ONE
GIANT... ZWEEEE...
POP... BZZT...

ZWEEEE...
BZZT... WE HAVE
LOST THE MONKEY!
ZWEEEE... BACKUP
PLUNGERS
FAILING... POP...

MAN, MY
RECEPTION HAS
REALLY IMPROVED
SINCE I HAD BILL
BITE DOWN ON
THAT TINFOIL!

NO BALM IN GILEAD

Whew! What a rush!!! This has to have been the shortest time we've ever taken to put an issue out! So you're probably thinking 'Gee, that's... great. So now you guys get to sit around and enjoy the good life.' Well, nothing could be further from the truth! In fact, Now we've got to turn around and do the whole thing all over again. Yes, There's been some muttering about a mutiny and there are now armed guards in the halls, but don't you worry! Just as soon as management puts down

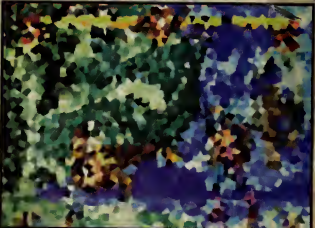
that riot over in the art department, we'll get right down to creating another issue of the videogame magazine you know and love! So keep your eyes peeled for the September issue of **GAME PLAYERS**, which will be on sale everywhere on August 6th. Until then, keep sending in those loaves of bread with the files baked in 'em! They don't work too good on our stainless steel shackles, but with just four more files, we can finish that xylophone we're building! Dig that crazy jazz!!!

Either we're drowning in the ocean or here's the August Scrambled Mess. Can you find this screen somewhere in the magazine? Write the name of the game on the back of a postcard and mail your entry to:

August's Scrambled Mess,
GAME PLAYERS,
150 North Hill Drive,
Brisbane, CA 94005.

The first entry we pick out of the box on the day we lay out this page, wins the Mystery Prize. Remember to include the system you own. All the usual rules apply. The winner of our April's Scrambled Mess Contest was Mike

Guastaferrro, of Arona, Italy. He correctly identified the scrambled picture as a screen shot from *Descant*. Your Mystery Prize is on the way, Mike, but our carrier pigeons keep crashing on the overseas flight—so be patient!



TETRIS



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